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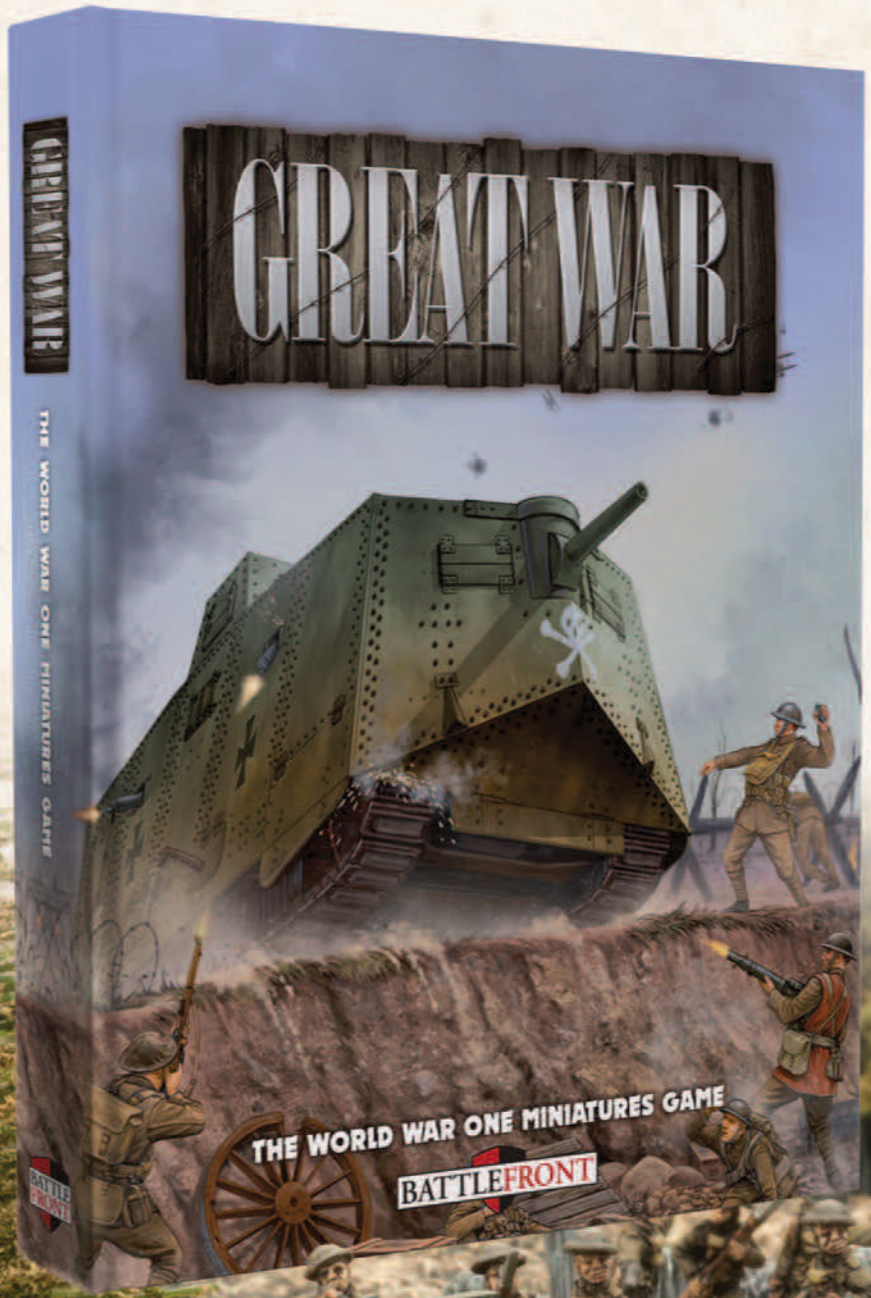

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SOLDIERS & STRATEGY MAGAZINE

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Editorial

© Georgie Harman

"Truth is stranger than fiction, but it is because Fiction is obliged to stick to possibilities; Truth isn't."

— Mark Twain

The career of Napoleon Bonaparte is a fascinating one. How a gifted artillery officer rose to become the Emperor of France and then went on to dominate Europe is a question many (many, many) books over the years have tried to answer. Indeed, Napoleon's life is so exceptional it feels almost too strange, even for fiction.

Napoleon at his height of Empire and during his fall are topics we are sure to cover in the future. In this issue however, we're focusing on his early career, from the battle of 13 Vendémiaire (1795) to Caldero (1796) and Arcola (1796). Space prevented the inclusion of Toulon (1793), but we will return to this in a future issue of *WS&S*. Readers who are interested in Toulon should track down a copy of *BBC's Heroes and Villains: Napoleon (2007)*, which gives a fairly accurate account of the siege.

This issue will also hopefully throw some light on the battles of the French Republic during the revolutionary wars. We also covered this topic way back in issue 79, so if you are looking for more inspiration for gaming the period, be sure to check that out.

I have to make an apology to Stuart Mulligan. We accidentally miscredited his photos in the Battle of the Spurs in *WS&S* 126 to Simon Chick. The photos and the models definitely belong to Stuart, not Simon!

Next issue, we will be going back in time to the Bronze Age, exploring the roots and beginnings of organized warfare.

– Guy Bowers

Guy J Bowers

editor@wssmagazine.com

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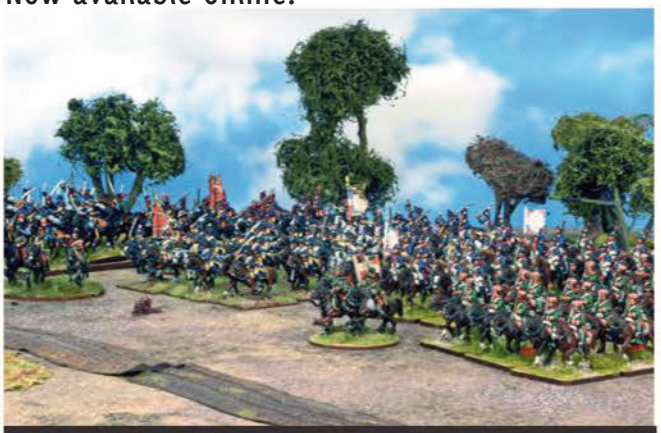
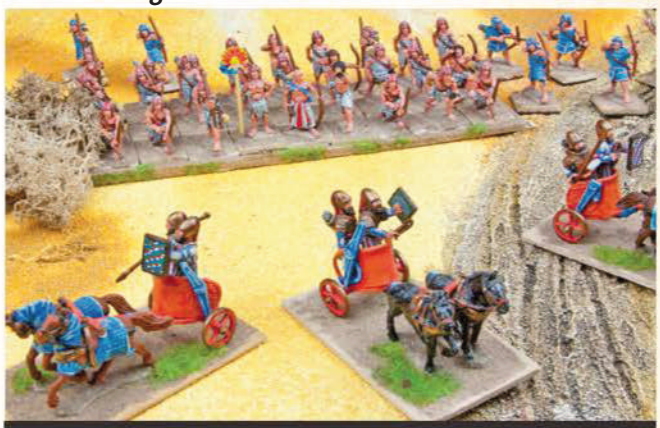


SAVING MANTUA

A mini campaign set in Italy, circa 1796. Can you be as cunning as Napoleon or will the Austrians claim victory this time around? (https://www.wssmagazine.com/wss128_extra)

And coming in the next issue:



BATTLES IN BRONZE

In the next issue, we're traveling back to the beginnings of organised warfare. *WS&S* will be covering the Bronze Age, complete with chariots and Homeric heroes.

MINIATURE REVIEWS

A look at some of the newest miniatures, terrain pieces, and more from across the wargaming world.

Soldiers, sailors and Native Americans

Company: Firelock Games
Size: 29mm 'foot to eye' or 33mm tall
Era: Seventeenth to eighteenth century
Price: $29.00 for twelve models (£27.00)

www.firelockgames.com

After their successful *Raise the Black* Kickstarter, Firelock Games was able to release eight plastic sets for *Blood and Plunder*. The game is set in the golden age of piracy (circa 1650 to 1730). The new plastic sets consist of soldiers (adaptable for most nations), sailors (which double as pirates), cavalry, militia, Native Americans, and Pirates of Legend. Reviewed here are the militia and Native Americans, or Caribs (as they are natives of the Caribbean and central Americas, rather than North America). Each box contains two frames, each with six miniatures (three for the cavalry). Round bases are provided standard. The miniatures are well-proportioned with good detail. There is a good variety in both heads and gear, allowing for more diversity. The parts are numbered, which helps greatly with assembly. All in all, an excellent addition to the *Blood and Plunder* range.

Epic Montrose army

Company: Warlord Games
Size: 14mm 'foot to eye' or 16mm tall, Cavalry stand 23mm tall
Era: War of the Three Kingdoms (1639 – 1653)
Price: £80.00 for 506 infantry, 37 cavalry, and 5 guns

www.warlordgames.com

The latest release for *Epic: Pike and Shotte*, are Scottish covenanters and the Royalist Army of the Marquis of Montrose. The Montrose boxed set consists of a mix of the existing pike & shotte, plus cavalry sprues added to the new Covenanter sprues. This makes sense, as the core of Montrose's army were the brigades from Ireland, who were all veterans; the majority of the pikemen have helmets. Another new addition are the highlanders. Cast in resin, they are a beauty to behold! There are four variations on the highlander sprue, a command stand, and three different infantry 'blocks' armed with a variety of sword, targe shields, bows, muskets, and Lochaber axes. Casting-wise, the detail on these is excellent, although there is a little flash that will need clearing up on some of the minis. Bases and flags are provided standard. Overall, this is an excellent set.

SdKfz 234 armoured car

Company: Rubicon Models
Size: 28mm (1/56)
Era: World War II
Price: £23.00

www.rubiconmodels.co.uk

The latest World War II release from Rubicon is the SdKfz 234 armoured car. Most people will recognise the second variant of the SdKfz 234, the 234/2 'Puma' armoured car, with its distinctive turret mounted 5cm cannon. However, there were three other variants, each of which can be built with this kit. Normally, I struggle to decide which variant to build, but the 'rule of cool' meant it had to be the SdKfz 234/4 with a 7.5cm Pak 40. The other variants are the 234/1 with an open-topped turret and a 2cm cannon, and the 234/3 with the 7.5cm howitzer. This kit has a lot of detail – the building suspension for the wheels was quite a gargantuan task to assemble, but it looks great! That said, the kit is otherwise fairly easy to construct, and all the parts fit perfectly. The instructions are easy to follow and guide you through each part of the construction process. As a bonus, there is a generous transfer sheet, too. This will be a most welcome kit for late war German players.

1940s Waffen SS

Company: May '40 Miniatures
Size: 28mm 'foot to eye' or 31mm tall
Era: World War II
Price: €7.95 for 3 soldiers

www.may40miniatures.com

One of the latest releases from May '40 Miniatures is a range of early Waffen SS; Several SS units were involved in the invasion of Holland and France in 1940. The range consists of 11 packs of infantry: 3 command and 7 support (including flamethrower, mortars, and AT rifle). The infantry is armed with a variety of weapons, which accurately reflects the supply issues of the early SS units. As the Heer had priority, SS units were supplemented with Czech weapons, such as the ZK-383 SMG, the ZB-26 LMG, and the ZB-53 medium machine gun. The May '40 packs allow for the Czech weapons to be mixed with the more conventional German weapons, such as the Kar 98 rifle, the MP-38 SMG, or the MG-34 LMG. Most of the models wear early war SS smocks and camouflage covers on their helmets. This large range will be a useful addition to early war German players who want to accurately model the early-war Waffen SS.

3-D PRINTED

Scouts Out WW1 infantry

Company: : Scouts Out
Size: 29mm 'foot to eye' or 33mm tall
Era: The Great War (World War I)
Price: $3.50 to $4.00 per STL, $16.00 for five models

scoutsout.gumroad.com

Scouts Out is a skirmish wargame set in no man's land during the Great War (1914–1918). The game generally consists of two rival parties from the Greater Powers fighting it out, and the game provides unique sculpted miniatures for the tabletop. Reviewed here are some British Tommys in the 1916–1918 kit, but there are several other nations available including Germany (of course), France (also a must), and some Austro-Hungarian and Italian forces being introduced soon. The British currently consist of four infantry poses, a Lewis LMG, an NCO, an officer, a sapper, and a point man. The models are nicely sculpted and print well with good detail. I particularly like the short rain capes the infantry feature. Currently, they print out as slightly heroic 28mm, but I reckon they could be resized up to 54mm or down to 20mm with no particular issues. As they are, they will fit in with the larger ranges of 28mm. Now, to get some Germans printed!

ECW cavalry

Company: Bloody Miniatures
Size: 29mm 'foot to eye' or 33mm tall, cavalry stand 46mm tall
Era: Seventeenth century
Price: £13.50 for three cavalry

www.bloodyminiatures.co.uk

Bloody Miniatures specializes in character models for the English Civil War (and Thirty Years' War). This range currently consists of twenty packs of infantry; each pack contains four unique models. Their latest releases now expand this excellent range to include cavalry. There are currently four packs, each containing three mounted miniatures. There are two that are heavily armoured (the Troopers and the Lobsters) and two that are buff coated (the Flashing Blades and the Moss Troopers Ride). The models are sculpted by Nick Collier, the original sculptor of the Bicorne and Renegade ECW ranges. Although these would make good 'rank and file' miniatures, they are designed for skirmish gaming, which is reflected in their poses. The models are crisp, well detailed and full of character; any mould lines are very hard to spot. Size-wise, these are slightly on the larger side of 28mm but should be compatible with most mid-sized and larger ranges in 28mm. We look forward to seeing more cavalry from Blood Miniatures and with luck, maybe even some artillery.

Berber infantry

Company: 1898 Miniaturas
Size: 28mm 'foot to eye' or 31mm tall
Era: 1900–1925 (French Colonial and Rif War)
Price: €10.50 for four Berber infantry

www.1898miniaturas.com

1898 Miniaturas has added to their Morocco range of miniatures with the inclusion of the new Berber infantry. Like the cavalry before them, the infantry are suitable for the period 1900–1925, which covers the French conquest of Morocco (1907–1937), the Rif War (1920–26), and several other colonial conflicts during the early twentieth century. There are currently five packs of Berber infantry, one for command, two packs armed with modern Remington rifles, one armed with obsolete firearms (Springfields and Moorish muskets), and one dead/wounded pack (which includes foot and mounted casualties). Each pack typically contains six different models, while the command and casualty packs contain four. The models are dressed in typical long kandūrah robes with different headdresses (turban, keffiyeh headscarf, fez, or bareheaded). The sculpting and detailing are simply excellent, with the models being likewise well cast. Hopefully, some Berber artillery will be added as well. These make excellent opponents for the 1898 Minituras' Beau Geste range or Rif War Spanish.

The Queen's Envoy

Company: Flags of War
Size: 28mm 'foot to eye' or 31mm tall
Era: Sixteenth century
Price: £10.00 for three characters and cards

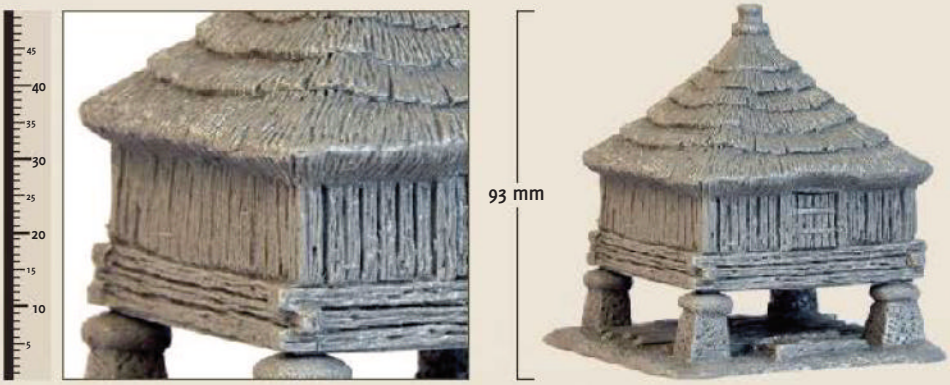
www.flagsofwar.com

Good Queen Lizzie has sent her 'best' (or perhaps most disposable) men as envoys to the border reivers! The three character models bear a resemblance to three beloved characters from a TV comedy set in the reign of Elizabeth I. There is the cunning advisor (who must be dressed in the finest mole), his Lord sidekick, and his manservant (left carrying all their luggage!). The set comes with three *Border Wars* character profile cards and seven special ability cards for the game. This charming set is one of three that Flags of War make for their border reviers game; there's a border ferm family (father, mother, and two children) and six livestock (Cheviot sheep, Galloway, and Chillingham cattle). The casting is good, and the models have good posing and detailing. The figures are slightly 'chunky' or heroic in style. Size-wise, they will be compatible with mid-sized to large 28mm miniatures. These characters will make an amusing addition to border reivers' games; perhaps they could also see wider use in other sixteenth-century games as well.

Grain store

Company: Debris of War
Size: 28mm (1/56)
Era: Early medieval to eighteenth century
Price: £9.00 for (two large) and £7.50 (two small) haystacks

www.debrisofwar.com



Following on from the haystacks we reviewed last issue, Debris of War has added a medieval grain store to their historical debris range. The storage of grain has been very important for the development of civilization: it provided a safeguard against famine. The earliest silos date back some 11,000 years. A good grain store should keep the grain dry, protect it from the elements, and hold pests, such as rats, at bay. Granaries of this design were used throughout Europe, notably on the Iberian Peninsula, where they are called *Hórreo*. The Debris grain store is raised off the ground by four 'staddle' stones, which makes it almost impossible for rodents to climb, and allow the bottom of the shore to be well-ventilated. The casting on this two-part model is excellent, with no bubbles nor mould lines visible. The resin is very durable and will survive the odd knock or drop. This granary model will be a useful addition to any medieval or renaissance wargaming table.

Medieval Scots

Company: ALT Minis
Size: 28mm 'foot to eye' or 31mm tall
Era: Thirteenth to fourteenth century
Price: £7.99 for four infantry

www.altminis.etsy.com

ALT Minis has released a very interesting range of Scottish infantry for the Anglo-Scottish Wars and for the Hundred Years' War. Reviewed here are three miniatures from separate packs. The first is a knight with a bassinet in plate and mail; there is a choice of face visor (which can be raised or closed). The right hand is separate and can be equipped with a sword (as shown), an axe, or a mace. The second model is an armoured infantryman in a gambeson, he too can be equipped with a sword, axe, or mace. There is also a choice of heater or round shield. Finally, there's a Scottish bowman in gambeson. Characters (a mounted Robert the Bruce), command, pikemen, and spearmen are also available. These charming miniatures are well cast and very well detailed. The poses look lifelike and the armour is very good. The different arm options actually glue into place easily and aren't fiddly. Size-wise, these are right in the middle for 28mm and will fit in perfectly with existing ranges. Recommended.

English redcoats

Company: Reiver Castings
Size: 27mm 'foot to eye' or 31mm tall
Era: Nine Years' War
Price: £12.00 for ten miniatures

www.paintinghistory.co.uk

Reiver Castings has a large range of metal miniatures for the wars of the latter half of the seventeenth century, including the Covenanter Rebellion (1666–1679), The Franco-Dutch War (1672–1679), The Scanian War (1675–1679), The Monmouth Rebellion (1685), and the Nine Years' War(1688–1697). There is some overlap in this period, so the English army of James II would have elements that were the same as the British army of the Grand Alliance. The range is comprehensive, including infantry, artillery crew, and cavalry, plus personalities. There are also several options to change up the figures. For example, the musketeers can be the earlier type with the '12 apostles' bandolier or the later cartridge box (shown here). Both come as either firing or advancing with plug bayonets. The range also covers allies and enemies, including Austrian, Bavarian, Brandenberg Prussian, Danish, Dutch, Hessel-Kassel, Savoy, Spanish and, of course, French. To supplement the ranges, a good selection of artillery, limbers, wagons, pontoons, coaches, and general accessories are also available.

Elf cavalry

Company: North Star and Osprey
Size: 28mm 'foot to eye', or 50mm tall in saddle
Era: Medieval fantasy
Price: £25 for 15 Elf cavalry

www.northstarfigures.com

The eagerly anticipated elf cavalry have arrived, complete with a confident swagger as they ride their thoroughbreds into battle. The parts are interchangeable with the previous elf infantry boxes. The set consists of three sprues of five riders, three of five horses, and bases. The bodies are well-armoured in long mail coats. There is an impressive selection of 11 different heads, 5 of which are helmeted; additional plumes create further variation. There is a good range of spears and swords to arm them with, along with a standard. The shields are a selection of long flat-topped kite shields with cut-away sections. The horses are clearly fantasy in style, and adorned with chamfrons. This release fills an obvious gap in the market for high-quality fantasy cavalry at a good price. They will be ideal for *Oathmark* or any similar fantasy games. They have me hankering to play Forenrond's Last Stand scenario from my old 3rd edition *Warhammer Fantasy Battles* — something that I had always longed to game.

Foreign Legion rogues

Company: Brigade Games
Size: 28mm 'foot to eye' or 31mm tall
Era: Early-twentieth-century pulp
Price: $12.50 for three FFL characters

www.brigadegames.com

Brigade Games has released a range of Cthulhu and pulp figures, funded by a recent Kickstarter. Previously, *WS&S* had reviewed some of their female aviators. Now, *WS&S* looks at the Foreign Legion rogues. Judging by the weapons, these are 1920s to 1930s *Légion étrangère*, rather than the classic 'Beau Geste', the novel of which is set prior to the Great War. There are four packs in this range (codes CTH029 to 033) covering legionnaires armed with a variety of weapons, including rifles, submachine guns, melee weapons, explosives, and, of course, the American hero with two pistols (very Brendan from the *The Mummy* (1999)). The sculpting is very good and the miniatures well cast. They are well-detailed and animated – they do have attitude, which means they will be great fun to paint. Each comes with its own 'slotta' base. These will be great for desert pulp and Cthulhu gaming scenarios. Brigade also has some cultists, Moroccans, and Desert Phantoms for more traditional opposition.

Manta Ray 5

Company: Crooked Dice
Size: 28mm 'foot to eye' or 32mm tall
Era: Near future
Price: £4.00 each or £10 for a set of 3

www.crooked-dice.co.uk

"Anything can happen in the next half hour!" Crooked Dice has recently funded a new Feature Pack for *7TV*, which pays homage to a popular *Supermarionation* series of the 1960s. M.A.N.T.A Ray 5 features a super submersible that battles against the plots of the evil Emperor Poseidus and his undersea Nautican Empire. Shown here are ~~Troy and Phones~~ … err Captain Tom Trident and Lieutenant Lee Easton, the crew of Ray 5, facing some of their undersea opponents, the dreaded Nauticans. The range consists of M.A.N.T.A command, guards (armed with pistols), marines (armed with shoulder arms), barracudas (in SCUBA gear) and, of course, the Manta Ray 5 submarine. Facing them are the Nautican Empire, complete with evil Emperor, Nautican Warriors (plus their submarines), and the Piranhas (a large and very cool looking iron fish). The models are cast in metal and are designed to be mounted on the 'slotta' bases provided. The models themselves look very cool; those Nauticans are dying for a coat of blue speed/contrast paint!

Unarmoured Norman cavalry

Company: Victrix Limited
Size: 28mm 'foot to eye' or 32mm tall, cavalry stand 47mm tall
Era: Early Medieval
Price: £30.00 for 12 mounted Normans

www.victrixlimited.com

The latest release in Victrix's ever-expanding Early Medieval range is a set of unarmoured Norman cavalry. The set consists of a bag with three rider frames containing four models, and three horse frames consisting of four models. The set is an adaptation of the previous Norman cavalry set and shares the same horses. The cavalry have a good selection of weaponry including spears, javelins, swords, and even the odd axe. The models have an excellent selection of headgear, including Arabic style helms, bare heads, and caps. With a good selection of teardrop, round, and Adarga shields, these can be built to represent Norman/Crusader, Breton, Spanish or Islamic/Andalusian light cavalry. Do keep hold of the instructions as certain parts are designed to fit with specific torsos. The models themselves are well sculpted and easy to assemble with good detail. There were some mould lines, but these were easily cleaned up. Size wise, the models are on the more heroic side, but very well priced.

Portuguese line infantry

Company: Fighting 15s
Size: 38mm 'foot to eye' or 47mm tall to top of shako
Era: Napoleonic - Peninsula War
Price: £3.80 per miniature

www.fighting15s.com

Fighting 15s are adding to their existing'Flashing Blade' 40mm Peninsula War range, with new models that includeNapoleonic Portuguese Line Infantry (Baker rifle-armed Portuguese, of which there are 17 variants) and Spanish (Grenadiers). Portugal was a staunch ally of Britain in the Peninsula War. The line infantry packs consist of centre and grenadier infantry marching, wearing a barretina (a French-style shako), with French-style equipment and musket (early Portuguese), or in stovepipe (a British style shako), with British-style equipment and musket, suitable for later Portuguese. Command (officer, standard, and drummer) are available for both. The models have separate heads, which allows for greater variety, with five variations in both head and body for the line. The models are well cast and detailed, with only a few mould lines to be cleaned up - they are hard to spot but they are there. This is a great addition for wargaming on an impressive scale, it even had me looking up what other 40mm Peninsula War ranges were available.

Bifrost ogres

Company: Bifrost Miniatures
Size: 41mm 'foot to eye' or 45mm tall
Era: Fantasy
Price: £10.00 for an ogre, £8.00 for a troll

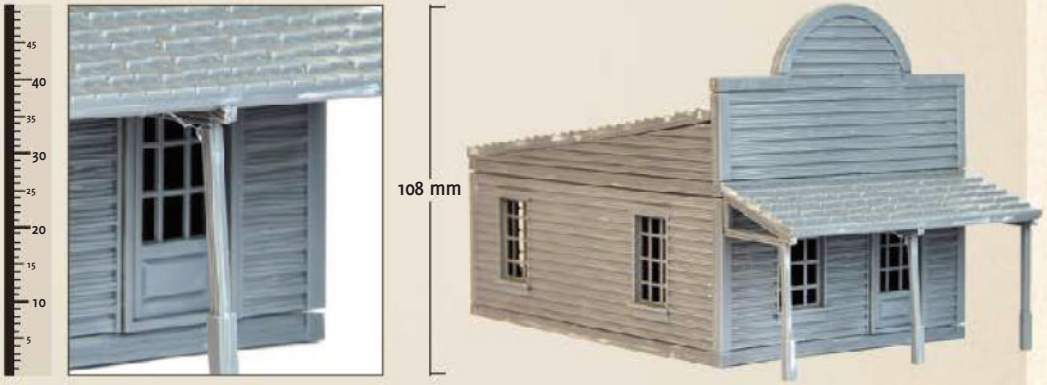
www.warbases.co.uk

Are you having trouble with pesky adventurers raiding your dungeon? Murder hobos wrecking your plans for 'peaceful' domination of the local kingdom? It sounds like you need to hire some ogre mercenaries to crush those 'do good-ers' for good! The latest releases from Warbases' new fantasy range, Bifrost Miniatures, are two nasty ogres and a troll. Cast in a flexible resin and complete with their own MDF bases, these models really look the part. The one ogre is barely dressed apart from loincloth, vambraces, and greaves. The other, more successful ogre has mail, studded vambraces, shoulder guard, and a pot helm. He wields a great axe, but is using it as a hand axe! The casting and detailing are very good, with no mould lines visible (ok, we found one, but we really had to look!). These will be a great addition for anyone delving into the deepest dungeons or exploring the coldest permafrosted cities. The new monsters will be released at Vapnartak in February.

Plastic western scenery

Company: Great Escape Games
Size: 28mm. Building is 'foot to eye' or 32mm tall
Era: Wild West
Price: £25.00 for the western building

www.greatescapegames.co.uk



Ooh-whee! Now ain't this sumthin'! Great Escape Games is releasing a starter set for *Dead Man's Hand Redux*. As part of that starter set, they are including plastic western buildings! The set contains one single-story building with an optional internal door plus a wooden boardwalk (not shown). There are also hitching posts and other accessories. A two-storey version will soon be available, along with western street scatter (boxes, crates, barrels, buckets, and a wheel). Construction is very easy; the building slots together in a logical fashion – just make sure you have your planking angled right and your windows the right way round. *WS&S* was sent one of the test sprues. GEG also kindly sent me instructions, but by the time they arrived, I was already done! The finished building is very sturdy, rivaling resin and MDF buildings for sheer durability. It conveniently has the same footprint as the 4Ground models. Overall, this is an excellent addition to Western wargaming – the new starter set will be a must!

1870 French command

Company: Perry Miniatures
Size: 29mm 'foot to eye' or 32mm tall
Era: Franco-Prussian War (nineteenth century)
Price: £8.00 for six infantry

www.perry-miniatures.com

Perry Miniatures have added more releases to their Franco-Prussian range, this time introducing more metal options for the French infantry. Whereas the infantry is available in plastic, there are now two metal command sets (one standing and one advancing) plus two sets of French infantry in greatcoats advancing or marching with epaulettes. The command is most useful, allowing wargamers to 'pick and mix' their command models, giving a very good variation in 'look' between units; they also include a vivandière, which is a nice touch. The infantry with epaulettes is useful to mark 'guard' or similar elite units: while the French army had, for the most part, removed epaulettes from their uniforms before the start of the war, they do have the 'rule of cool'. As we have come to expect, the sculpting is superb and finely detailed on these models. Casting is good with only a little clean-up work required. Size-wise, the entire range is slightly tall, if not heroic.

Community Miniatures Project

Company: Bad Squiddo Games
Size: 27-28mm 'foot to eye' or 30-31mm tall
Era Various Historical
Price: £5.00 each

www.badsquiddogames.com

The Community Miniatures Project brings famous women from history to the tabletop. Annie at Bad Squiddo Games set up the project so members could vote on which particular historical character models they would like brought to life in 28mm. Here, we review Julie D'Aubigny (who was a seventeenth-century duellist, lothario, and opera singer), Black Agnes (the Countess of Dunbar who boldly defended Dunbar Castle from Earl Sailsbury and the English), and Harriet Tubman (the famous anti-slavery activist who helped set up the Underground Railway and scouted for the Union during the ACW). Sculpted by Alan Marsh, each of these marvellous characters is full of detail and appeal. They are well cast with minimal mould lines. Also in this release is Eleanor of Aquitaine, Ching Shih, and Zenobia. A second wave of miniatures will be released soon; they will include Ada Lovelace, Audrey Hepburn, Joan D'Arc, and Mary Fields. We can expect more famous heroines from this project in the near future.

Ancient terrain

Company: Peter Pig
Size: 15mm 'foot to eye' or 17mm tall
Era: Ancients
Price: £8.00 for the temple and £7.00 for the town house

www.peterpig.co.uk

To accompany their latest ancients releases, and their new ruleset, *Conquerors and Kings*, Peter Pig has released two sets of scenery: a Greek Amphiprostyle temple and a townhouse. In the game, these would represent settlements and similar built-up areas. The temple is a classic design with a portico at the front and rear of the structure. Primarily Hellenistic, examples of this type were common in the ancient world, so this would not look out of place in a Roman setting. The L-shaped townhouse is typical of ancient Mediterranean design, which again could be found anywhere in the Hellenistic or Roman sphere of influence. The models are cast in a solid resin and are very durable. The detailing is good, and they do look the part. The price is pretty good as well. Hopefully, this will be the start of a range of buildings suitable for Greek/Macedonian or later-era battlefields.

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COLUMN

By Richard Clarke

UP FRONT

BECOMING A GAME DESIGNER

Writing a set of wargames rules is relatively easy. The hard part is writing a set that anyone would want to play. More than any other question I get asked as a game designer and publisher is: "How do I become a rule writer?", to which I normally respond with "Don't bother, unless you have a very thick skin". At the simplest level, one could create a very basic game as a starting point: Infantry move 6", cavalry 12" and every figure shooting rolls a dice and hits on a 6. I would wager that that has been the starting point for the majority of wargames rules ever written and, if time is indeed a test, then it has withstood its ravages with admirable longevity, if not style. Sadly, here, style is the issue.

Our basic rule set is perfectly good for a game at home or with our chums at the club, but as a commercial venture, it is lacking in the style or sparkle that will make it attractive enough for people to put their hands in their pocket and hand over hard-earned cash. It is a matter of fact that, if we are to create a set of rules that is to gain traction, we need to add something to the mix that will be different from what has come before. Something that will entertain and inspire the gamer and make for a pleasurable experience.

Having said that, new ideas are good, it is worth very quickly adding that this is not carte blanche to create something where every game mechanism is a revolution in wargaming design. Far from it. Indeed, whilst wargamers will always shout "YES!" when asked if they want new and challenging game mechanisms, the truth is that there is an innate conservatism within the hobby, which manifests itself in an unshakeable affection for the familiar. Provide gamers with too much that is new and too little of what they are used to, and their avowed desire for novelty will rapidly evaporate. As such, the new should be the seasoning that flavours the meal as opposed to the meal itself.

By way of example, take the firing mechanisms for Chain of Command. It is done with a D6, with the range determining what you need to roll to hit and the level of cover governing what damage is done to the target. It is a simple mechanism and one that, remarkably as I have never played a Games Workshop game, is instantly recognised by anyone coming to historicals from a GW background. I must conclude that it points to the DNA from the earliest days of wargaming and such worthies as Featherstone and Grant whose influence is still evident in the hobby today. The key point is that while Chain of Command is generally seen as innovative, there is much in it that is still the solid meat and potatoes of game design with which wargamers will feel comfortable with due to familiarity.

Taking the tried and tested as a base, we are then free to embroider on the interesting new ideas that will make our game stand out. In Chain of Command, it is the command system that is novel and the area of the rules with which the player has the greatest contact. It is this that provides them with the decision-making challenges that allows for a game to be, we hope, both challenging and fun.

It goes without saying that designing a new game demands a period of playtesting. I have written on this at length previously, so suffice it to say here that exposing your brilliant ideas to other gamers is the acid test for any new game. Horrifyingly, you may even discover that your brilliant ideas are also someone else's brilliant ideas and that it has all been done before, but it is far better to discover this at an early stage before you invest a year or two of your time developing them.

As you develop your game, you will need to consider how you are going to get it from a scribbled set of notes to a shiny product in the hands of the wargamer. Here, there are more options and choices than ever before. Increasingly, electronic formats such as e-books or PDFs are seen as normal. Similarly, you no longer need a traditional publisher to produce your rules; self-publishing is achievable, especially if you have the right skills (and software) to allow you to produce a high-quality product. That said, there is little doubt that a hard copy rule book traditionally published by a publisher who is prepared to back that with advertising and who, just as importantly, has the right contacts in the industry, will outsell a book simply uploaded to one of the web sites that serve as an accessible repository for would-be purchasers.

Self-publishing gives you absolute freedom to publish what you like; however, it also means you do miss out on some reality checks that help avoid pitfalls that are obvious to others. At the point where we introduce a publisher into the mix, they are going to be looking for one thing: commercial viability. This is not naked avarice but rather common sense. Even a devoted hobby publisher who loves their subject matter cannot, and will not, take on a project if they do not see a profit at the end of the process. Getting this type of advice is not essential if you are publishing only in PDF format, but it is a critical test of viability if you are going to invest your time and money into producing a hard copy. It is sad to say that I have had to turn down several projects that I would have loved to publish and consequently not worked with people I would have loved to work with because of this financial imperative.

Of course, dealing with a publisher is a quid pro quo arrangement. They can provide benefits for the game designer, but that is not free. If you self-publish through your own website, you will get 100% of the revenue generated by sales but also have the cost of running the website and the obligation to fulfil those orders yourself. Online repository type sites tend to give 65% to 70% of the sales to the author and this will be a very simple "fire and forget' solution where you just leave the file on the site and periodically collect the revenue. However, these sites tend to offer limited support and little in the way of marketing specific to individual products. You will also find your game is one among thousands, so whether your potential customers ever see your game is often a matter of chance.

If you go through a traditional publisher, you will not get anything like the sums mentioned above. Typically, authors receive royalties of around 10% of sales revenue, but this can go as low as 5%, and some publishing houses simply offer a lump sum of a few grand for a book, whatever its sales figures. However, a publisher can offer some significant advantages, which can often be overlooked, not least the fact that you are likely to sell many more copies, somewhat rebalancing the financial equation.

When embarking on the design process, games tend to start out as a few pages of ideas and concepts. As the playtest process progresses this expands as more aspects of the game are covered and then as notes are added for playtesters who are introduced to the process. This is a gradual and evolutionary process, and, by the time the rules are "finished", what you actually have is a patchwork of text that has been added to on a somewhat ad hoc basis. What the designer thinks of as complete is best considered a pile of raw text that needs to be processed and restructured. A publisher will then take and shape this into a commercial product.

In truth, by this juncture, the game designer has been looking at their draft for so long that their ability to self-edit is severely hampered. Introducing a third party to read the rules, looking critically at each sentence to see if it conveys intent, will help see what the designer cannot. An editor will look at the overall layout to determine if each section follows logically and in the best order so that it is as effective as possible in delivering a playable game. This sounds like nit-picking, and it undoubtedly is, but it is this attention to detail that will determine the success and longevity of any new game. It is sad to say that a game that has been poorly edited or, God forbid, not edited at all, will soon find itself on e-Bay. A game designer's survival is based on building and maintaining their reputation to deliver a good product and editing is a key step in that process.

Layout is critical to the success of a game. The days of densely packed text on a white page are behind us. A well-laid-out and well-illustrated set of rules will aid the reader in negotiating what is actually a technical instruction manual. Simple things like presenting key sections on one page; not packing text in simply to save the cost of a few pages, and having good examples and illustrations set aside so they cannot be confused with the text of the core rules; these will make for easy consumption and hopefully ensure that the rules are still being enjoyed for years to come. This involves some skill and access to a wide range of publishing software if it is to be done well. A good publisher will have the tools to take the lead in overseeing, or actually doing this layout work. If you are self-publishing, you will need to consider how you compete on this front. Look at the latest rules sets and see how they do it. Imitation is the sincerest form of flattery!

Finally, however you publish, you need to ensure that people hear about your game. An established publisher will have the contacts and market knowledge to get your rules into the relevant publications. Achieving that yourself is harder. It took me several years before any magazine would carry an article about our rule sets or we could get a table at a major show to demo our games. If your game is to flourish, you will need the oxygen of publicity and that the whole range of hobby press, wargames shows, and, of course, the internet.

In truth, designing games is not relatively easy; it is actually hard work, and getting your game published is even harder. However, I would suggest that it is a fun process that all wargamers should try at least once even though your rules will probably be created for your mates rather than appearing on the shelves of major book shops. But you never know! **WS&S**

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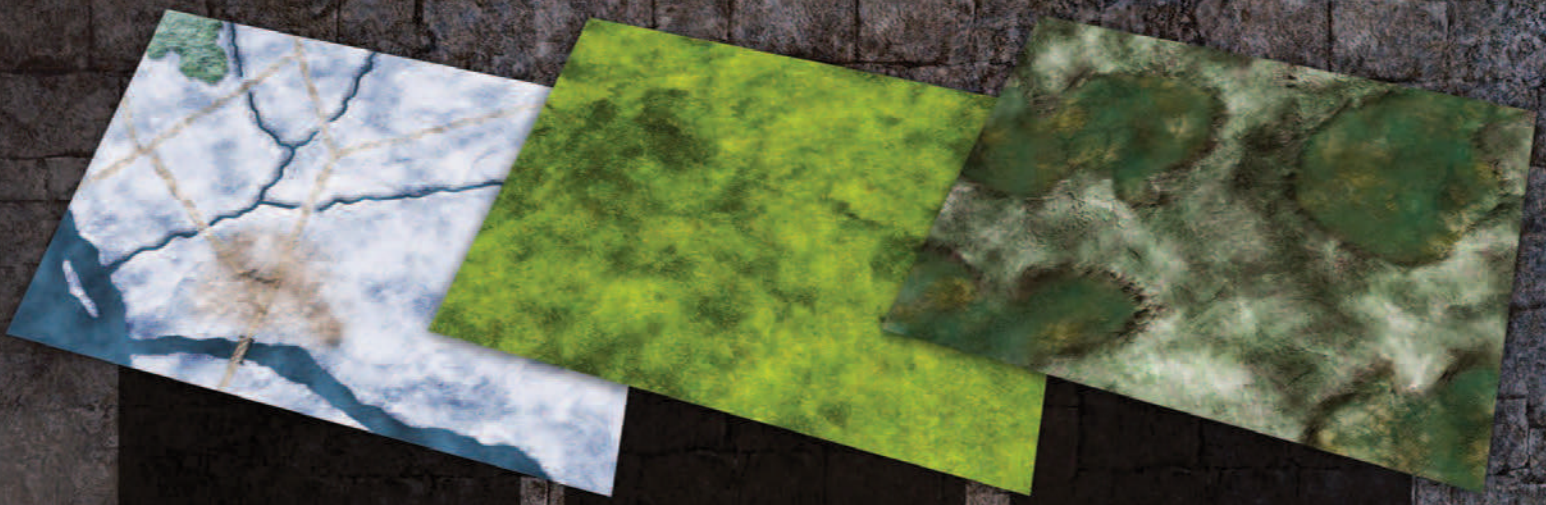

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PYRRHUS' COSTLY VICTORY AGAINST ROME AT HERACLEA

TO TARENTUM'S AID

In 282 BC, the city state of Tarentum attacked ten Roman ships that had entered the gulf of Taranto without permission. In the following year, the Romans sent a 'diplomatic mission' to the city to negotiate terms for the release of prisoners. Instead, this mission took control of the city, fighting off the Tarentines and some Samnite allies. In desperation, the Tarentines called for aid from Pyrrhus of Epirus.

By Guy Bowers

As the Tarentines had assisted in his conquest of the island of Corcyra, Pyrrhus felt indebted to them. However, he also saw an opportunity. The conquest of southern Italy could lay the way open to the rich island of Sicily, which in turn could generate the revenues he needed to renew his claim on Macedon. Pyrrhus also speculated he could unite the tribes of Southern Italy against their common enemy, Rome. Pyrrhus landed and assembled his army. He then retook Tarentum, forcing the Romans to flee.

Rome reacted swiftly and mobilised four armies. One guarded Rome itself while two moved to block any possible attempts by the Etruscans or Samnites to join the Tarentines. The largest army, under Publius Valerius Laevinus, marched south to meet the Epirote army, plundering Lucania on the way.

Pyrrhus calmly waited for the Romans; it gave him more time to muster his troops. He hoped that more would flock to his cause. He could also move his army to intercept the Romans and pick a place to fight of his choosing. The Roman efforts to block the Etruscans and Samnites were successful. Scouts warned Pyrrhus that Publius' forces were crossing the Siris river, close to Heraclea.

At first, Pyrrhus tried to negotiate with he Romans, attempting to set himself up as a mediator between Rome and Tarentum, but Publius dismissed this gesture and prepared for battle. This was the first time the Macedonian phalanx had fought against the Roman legion.

The battlefield

Like most ancient battlefields, Pyrrhus chose a flat plain to allow his troops to manoeuvre. Use a standard 6'x4' table with little terrain and set the forces up opposing each other along the long sides of the table edge. Pyrrhus kept his elephants in reserve, not wishing to risk such a valuable resource early on in his campaign. Players may be wise to do as Pyrrhus did. Another option is to count the loss of any elephant as double victory points for the opponent.

The forces

At right is a rough estimate of the forces on each side and some suggestions on how these might translate into standard wargames rules.

A javelin hits Pyrrhus' horse and the general goes down, sparking rumours of his death.
© Sean O Brogain

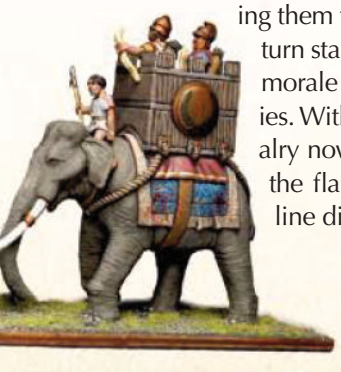
Pyrrhus commands his phalanx and hypaspists forward to meet the advancing Roman and allied legions.

This scenario has been deliberately left rules agnostic, but the guidelines to forces should enable players to easily adapt them to their favourite system.

The battle

As the battle opened, both side's cavalry clashed, but neither gained the upper hand. Phalanx and legion met, but despite each side launching attack after attack, neither side would give ground. A rumour began to circulate amongst the Epiroites that Pyrrhus had fallen, causing the phalanx to retreat. Seeing their foes fall back, the Roman legions gave out a mighty roar. To salvage the situation, Pyrrhus took off his helmet and rode down the lines, showing that he was alive. This rallied the Greeks and prevented the retreat from becoming a rout.

With the battle still a stalemate, Pyrrhus decided to unleash his elephants. They startled the Roman cavalry, causing them to flee, which in turn started to break the morale of the legionaries. With the Greek cavalry now free to exploit the flanks, the Roman line disintegrated.



CONCLUSION

While Pyrrhus was eventually victorious, it was at a cost. He'd destroyed the Roman army (with some 15,000 dead on the battlefield and 7000 captured), but - according to Dionysius - he had sustained serious losses of some 11,000 troops. This was the first of his many Pyrrhic victories. Both of these numbers represent a very high percentage of the overall combatants, which shows how fierce and determined the fighting was.

After his victory, the initially reluctant Southern Italians flocked to the Epirote cause, and Pyrrhus' army grew. He then marched on Rome itself, stopping at Anagni, a mere two days march from the city. There he negotiated with the Roman Tribune Tiberius Coruncanius. Pyrrhus knew that while he had defeated one Roman army, there were more converging on him. Nor did he have the forces to take Rome. Instead, he retreated and turned his eyes to another prize, Apulia, which in turn led to the Battle of Asculum in 279BC. **WS&S**

Pyrrhus has also appeared in* WS&S *105 'Pyrrhus' last gamble' and* WS&S *59 'The Eagle at Sparta'.

EPIRUS AND ALLIES **Commander:** Pyrrhus (good)

Unit	Equipment	Wargame terms
3,000 hypaspists	Light armour, large shield, spear, light infantry	2x small units (15 men)
15,000 Phalangites	Light armour, small shield, pike, phalanx	3x units (24 men)
5000 from Ptolemy	Light armour, small shield, pike, phalanx	1x unit (24 men)
6000 Tarentines	Light armour, large shield, spear, phalanx, levy	1x large unit (30 men)
1500 Epirote horse	Light armour, small shield, spear, elite	1x unit (12 cavalry)
3000 Thessalian horse	Light armour, small shield, spear, javelin	1x unit (12 cavalry)
1000 Tarentine horse	Light armour, small shield, spear, javelin, levy	1x unit (12 cavalry)
2000 archers	Bow, light infantry	2x small units (12 men)
500 Rhodian slingers	Sling, light infantry, elite	1x small unit (12 men)
20 war elephants	Elephant, howdah, light armour, bow, pike	2x elephants

THE ROMAN REPUBLIC **Commander:** Publius Valerius Laevinus (average)

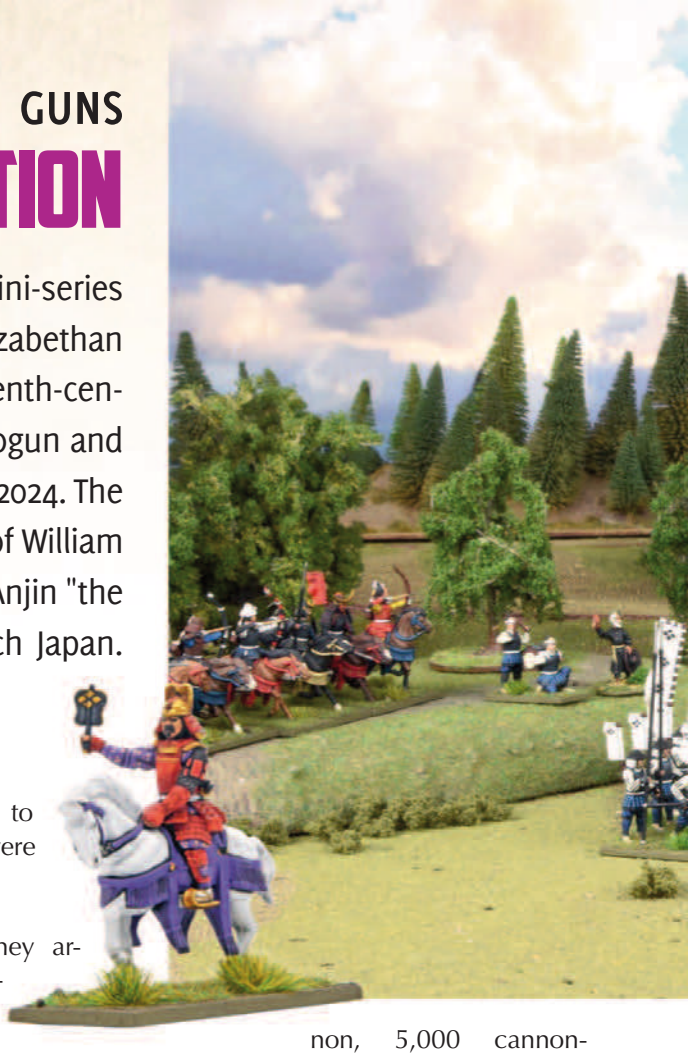
Unit	Equipment	Wargame terms
20,000 Romans	Light armour, large shield, pilum, legion	4x units (24 men)
16,000 allies	Light armour, large shield, spear, legion	4x units (18 men)
3000 Bruttians	Large shield, spear, light infantry	2x small units (15 men)
1200 Roman horse	Light armour, small shield, spear, javelin	1x unit (12 cavalry)
3600 allied horse	Light armour, small shield, spear, javelin	2x units (12 cavalry)
1200 S. Italy cavalry	Small shield, spear, javelin, levy	1x unit (12 cavalry)

THE ENGLISH SAMURAI AND THE DUTCH GUNS

SHOGUN: TRUTH AND FICTION

Readers might remember a 1975 novel and a 1980 TV mini-series called *Shogun*. It covered the fictional story of an Elizabethan English navigator or pilot wrecked on the shores of sixteenth-century Japan, and his interaction with the soon-to-be Shogun and others. A remake will appear on TV screens in February 2024. The truth is that the story is based on the real-life exploits of William Adams — or as he is better known in Japan — as Miura Anjin "the pilot of Miura", who was the first Englishman to reach Japan.

By Chris Swan



William Adams was born in September 1564 in Gillingham, Kent and learnt his trade as a sailor before becoming a navigator. He later commanded one of the supply ships for the force that fought against the Spanish Armada in 1588.

In 1598, he became chief pilot or navigator for a five-ship expedition launched by a company of Rotterdam merchants aiming to reach Japan. At that time the sole European trading nation with Japan was Portugal. The Dutch wanted to break the monopoly. However, only one Dutch ship, the *Liefde* managed to reach Japan. The others were lost during the voyage.

After over 19 months they arrived off the island of Kyushu. There they were met by Japanese officials and Portuguese Jesuit missionary priests who claimed that Adams's ship was a pirate vessel and that the crew should be executed. (The Jesuits saw the new Protestant arrivals as both heretics and dangerous rivals.) The crew were imprisoned at Osaka Castle on orders of Tokugawa Ieyasu, the *daimyō* of Edo and future *shōgun*, and the ship's cargo was seized. This included 19 bronze cannon, 5,000 cannonballs, 300 chain-shot and 500 firearms, along with three chests filled with coats of mail. According to Spanish accounts, the cannon were later used at the decisive Battle of Sekigahara on 21 October, 1600.

SAMURAI WILLIAM

Between May and June 1600, Adams met and was questioned by Ieyasu in Osaka on three occasions. His knowledge of ships, shipbuilding, and nautical mathematics appealed to Ieyasu, who refused the Jesuits' request for Adam's execution on the grounds that Japan had no quarrel with England. In fact, Adams would go on to become his personal advisor on all things related to the Western powers and Western civilization, replacing the Jesuit Padre Rodrigues as the Shogun's official interpreter.

Subsequently, Adams became a trade ambassador, which led to the establishment of Dutch trading factories in Japan, breaking the Portuguese monopoly. He was also tasked

Painting from a Japanese screen, dated to 1600–1625, which depicts the arrival of Portugese traders in Nagasaki.
© The Rijksmuseum

Samurai William leads the convoy's defenders as the enemy Ashigaru move to block their route forward.

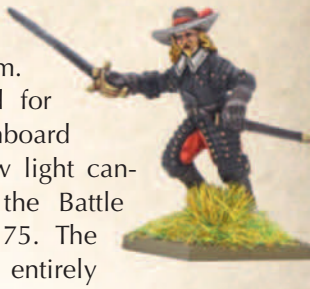
with directing the construction of the first Western-style ships in Japan, and became involved in Japan's Asian trade, going on to lead four successful expeditions to Southeast Asia.

Adams became so valuable to Ieyasu that he forbade him from leaving Japan, declaring that William Adams the pilot was dead and that Miura Anjin, a samurai, was born. Adams also received the title of *hatamoto* or Bannerman, which made him a direct retainer in the shogun's court. He died in Japan in May 1620, aged 55, having become one of the most influential foreigners in Japan during Ieyasu's time as *Shōgun*.

SAMURAI AND GUN POWDER

The fact that the guns carried onboard the *Liefde* were seized and later used in battle is not surprising.

The Japanese began using cannons based on Chinese models during the fourteenth century. Change came in the 1550's when Portuguese missionaries gave the Ōtomo clan European breech-loading swivel guns of the type usually mounted on the bows and sterns of Western ships. More were purchased, and soon local copies were made. However, their use was severely limited in the mountainous terrain of Japan due to their weight and the difficulties in transporting them. So, most were used for coastal defence or onboard ships, although a few light cannon were used at the Battle of Nagashino in 1575. The first bronze cannons entirely made by the Japanese were cast a few months after the battle for the warlord Oda Nobunaga. Therefore, seizing 19 bronze cannons from a European ship would have been a definite bonus for Ieyasu.



Smaller firearms first appeared in Japan around 1270, but these were primitive metal tubes called *teppō* or "iron cannon", which had no trigger or sights. Then, in 1543, a warlord bought two matchlock firearms from Portuguese traders and had a swordsmith copy their barrels and firing mechanism. Within ten years, over 300,000 matchlock weapons had been manufactured across Japan; by 1560, firearms were in regular use in battle, with the warlord Takeda Shingen announcing "Hereafter, the guns will be the most important arms. Therefore, decrease the number of spears per unit, and have your most capable men carry guns".

Although slow to reload and vulnerable to weather conditions, anyone could be trained to use one, even farmers or non-samurai soldiers. In 1584, Ikeda Sen led a unit of 200 women armed

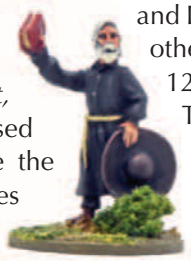
© Rocío Espín

with firearms at the Battles of Komaki and Nagakute.

The Japanese warlords became so enthusiastic about the new weapons that during the Japanese invasion of Korea in 1592, around 160,000 men, or a quarter of the invasion force, were armed with matchlocks. By 1600, Japan had overtaken every European country in the number of matchlock weapons produced.

AN ENGLISHMAN WITH CANNONS

There is no record of Adams ever being attacked, nor of his taking part in any combat in Japan, but the Jesuits were desperate to remove his influence on Ieyasu. They even went so far as to offer to smuggle him out of Japan and back to England, an offer which he refused. So, this scenario assumes they actually decided to take direct action instead. The Portuguese have influenced a local warlord to attack one of Ieyasu's convoys, which is transporting two of the Dutch guns. Adams is accompanying the guns.



The scenario is written for my rule set, *With Musket, Pike and Drum*, but can be used with any other set; just use the troop types given as examples and convert them to your favourite rules. For smaller skirmish rule sets such as *Test of Honour* or *Ronin*, players might want to reduce the size of the forces.

The battlefield

The game can be played on a table 4 ft by 4ft, although you may choose to vary this according to the scale of the figures you are using.

The game area is fairly flat, with a road in the middle of the table running from Side C to side A.

16 paces (inches) in from Side A is a shallow river crossing that the convoy must cross to exit the table. It presents no obstacle for men on foot or horseback, but the cannon can only cross using the ford in its middle. Its banks provide cover for warriors who can lay concealed behind them, but they must stand up to fire or move across them.

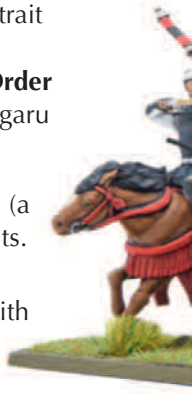
In addition, three areas of bad going — each no bigger than 6 paces by 6 paces — should be placed on the table, running parallel with the road and at least 12 paces in from Side B and D. They are NOT opposite each other and must be placed at least 12 paces away from each other. These could be a small wood or grove of trees, a small farm or a hill. Each can conceal 1 unit of warriors in or behind it.

The Jesuit priest encourages the local warlord to attack. Miniatures by Warlord Games.

Theforces

The convoy consists of a leader (a Samurai Lord), Adams, and four units plus two Dutch guns with crews who may defend them. The force consists of:

- **Leader**, Samurai Lord with the Leader of Men or Obey Me or Die trait
- **Adams**, a special character with the Brave trait
- **1 Unit of Knights DV1/2** with the Aggressive, Brave and Lancer traits (Mounted Samurai)
- **1 Unit of Dismounted Knights DV1/2** with the Aggressive, Brave and Two-Handed Cutting Weapons traits (Samurai on Foot)
- **2 units of Harquebusiers DV0/1** with the Drilled trait (Ashigaru)
- **2 small units of Close Order Foot DV0/1**, CV 2 (Ashigaru artillery crews)



The attackers have a leader (a Samurai Lord) and five units. The force consists of:

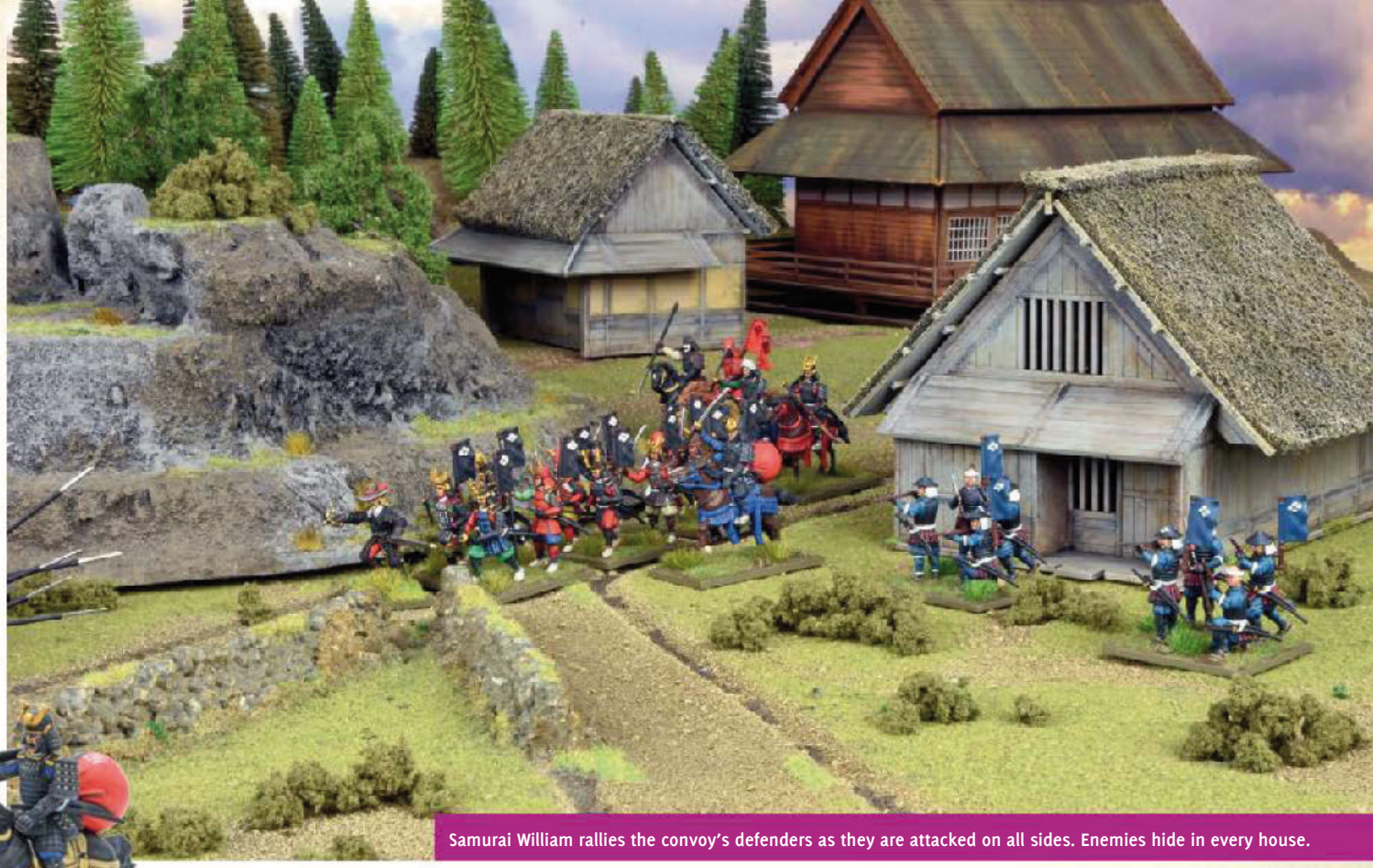
- **Leader**, Samurai Lord with the Leader of Men or Obey Me or Die trait
- **2 Units of Knights DV1/2** with the Aggressive, Brave and Lancer traits (Mounted Samurai)
- **1 Unit of Longbow Men DV0/1** (Ashigaru)
- **1 Unit of Harquebusiers DV0/1** with the Drilled trait (Ashigaru)
- **1 Unit of Close Order Foot DV0/1** (Ashigaru)

Deployment

The convoy enters the table from Side C and must march the length of the table, crossing the river before exiting it on side A. Their deployment is defined by the special rules. The attackers may be deployed anywhere in a zone formed from side A to halfway alongside B and D. The attacking leader must write down the location of his units before the convoy is placed on the board. They will remain hidden until seen (See special rules).

Special rules

The convoy is in line of march. The commanding leader can



Samurai William rallies the convoy's defenders as they are attacked on all sides. Enemies hide in every house.

decide what order they are in. The leader can detach 1 unit as scouts two moves ahead of the rest of the convoy. When marching together, the convoy can only move 6 paces per turn as this is the pace of the cannon. However, once action starts, units may move at their normal speed.

The attacking leader declares the location of his units by moving them or by ordering them to open fire or attack. Hidden units may be detected by any of the convoy's escorting units who are within 12 paces of a hidden enemy unit by passing an observation test.

The cannons cannot be used during the engagement as they need to be prepared before use. However, their crews can fight to defend them. To destroy a cannon, an attacking unit must spend one uninterrupted turn with the gun and then pass a task test.

To capture Adams, the enemy leader or one of his units must defeat him in close combat by reducing his CV to 0, thus making him Shaken. They must then spend one whole turn unopposed with him and use the Surrender and Granting Quarter Rules on page 51 of *With Musket, Pike and Drum*.

VICTORY CONDITIONS

The convoy must cross the battlefield and reach the other side of the river with Adams and at least 1 of the guns plus two of the escorting units, or cause sufficient casualties on the attackers to force them to withdraw.

The attackers must capture Adams and destroy the guns as well as at least two of the escorting units. (See special rules)

CONCLUSION

So, will the Jesuits plan to capture Adams succeed or will the wily Englishman break through? Only you and the dice will decide! Enjoy your trip to Japan. **WS&S**

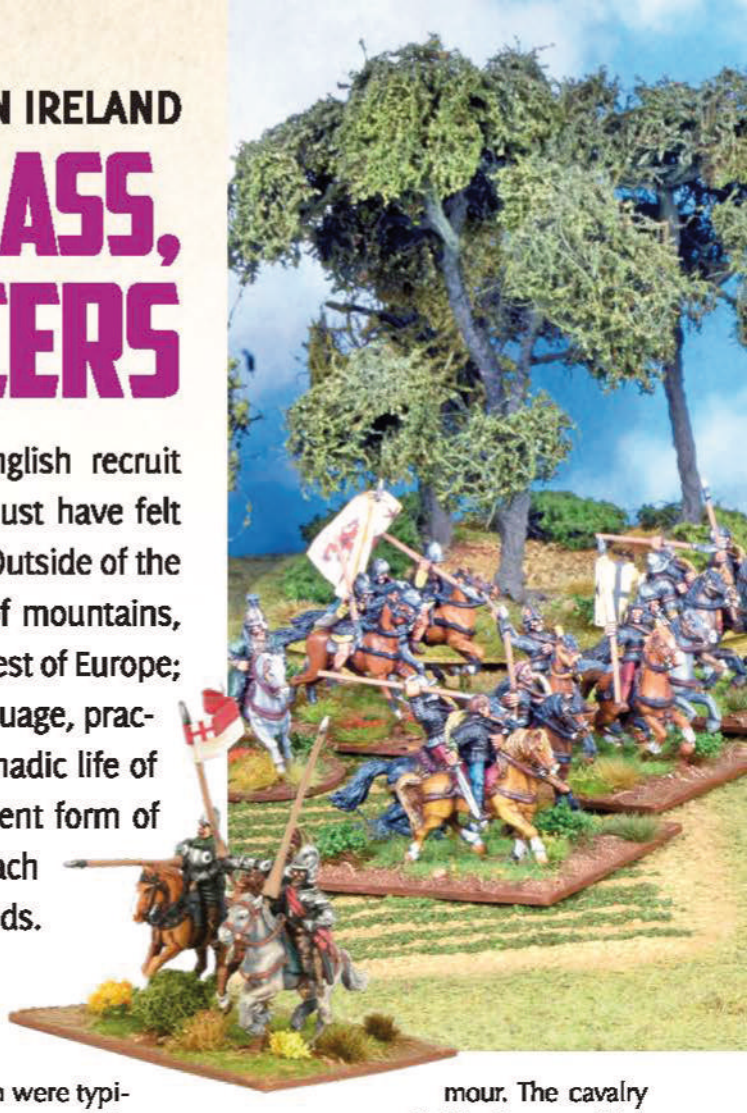
Unit and character stats for *With Musket, Pike and Drum*

Unit	Armed w/ range	Combat dice		DV	Cohesion value	Notes
		Shooting	Fighting			
Leader – Samurai Warlord	None	0	2	1/2	2	Leader of Men or Obey Me Or Die Trait
Special Character	Pistol 6	2	2	1	2	Brave, Pistol must be reloaded after each shot
Mounted Samurai	None	0	5/4	1/2	4	Aggressive, Brave, and Lancer Traits
Dismounted Samurai	None	1	4	1/2	5	Aggressive, Brave, and Two Handed Cutting Weapons Traits
Ashigaru w/ Longbow	Longbows 24	3	3	0/1	4	None
Ashigaru w/ Matchlock Muskets	Muskets 18	3	3	0/1	4	Drilled, Matchlock Muskets must be reloaded after each shot
Ashigaru Foot	None	0	4	0/1	5	None
Artillery Crews	None	0	2	0	2	None

WARGAMING BATTLES IN ELIZABETHAN IRELAND

KERN, GALLOWGLASS, AND DEMI-LANCERS

To the ill-trained and provisioned un-willing English recruit dragged onto a boat bound for Dublin, Ireland must have felt like the very edge of the world, like the Americas. Outside of the coastal towns, Ireland was almost a wilderness of mountains, bogs, and forest. The Irish looked nothing like the rest of Europe; they used archaic weapons, spoke a different language, practised a different faith, and many lived a semi-nomadic life of cattle herding. Their Lords even practised a different form of law. Ireland remained feudal at the time, with each lord being as independent as a king in his own lands.



By Roger Castle

The Tudors sought to make Ireland into an English shire: obedient, Protestant, and profitable. Various schemes were attempted but most ending badly; plantations of English farmers pushed the Irish from their lands. Catholic clerics were imprisoned and replaced with English Protestants. Being an Irish Bard or Poet became punishable by death, and Irish lords were forced to surrender their ancient titles and holdings in the hope of being re-granted their lands with English titles, so the ancient O'Neil might become the Earl of Tyrone. Inevitably, this all lead to numerous bloody rebellions throughout the Tudor period for which the English were typically woefully under prepared.

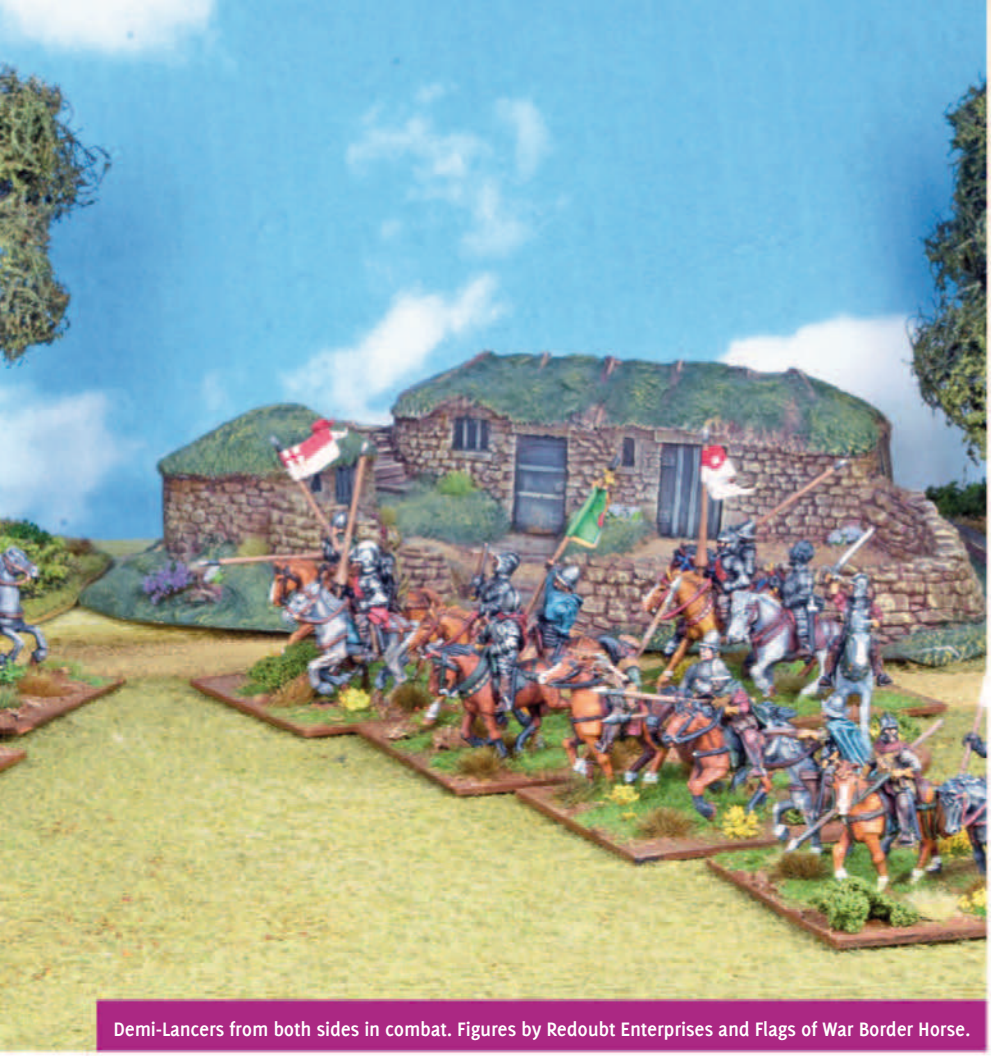
THE IRISH

Through most of the period, the Irish forces hardly changed from something that the Vikings or even earlier Irish warlords would recognise. The lightly-armed Kern was the mainstay of the Irish armies, wearing nothing more than a short saffron tunic with huge sleeves. They were typically armed with dart and buckler or bow. Over time, some firearms became available, and the Kern would also skirmish with the harquebus. Bonnacht were Kern retainers, often with heavier melee weapons and bits of armour. The cavalry was all light horses, riding Irish ponies, and without high saddles or stirrups. They were great skirmishers and scouts but could not stand up to the English horse in melee. Finally, there was the Gallowglass, originally Scots mercenary heavy infantry who often settled in Ireland as professional troops for the major magnates. These dour soldiers wore long chainmail hauberks and padded Aketons down to their shins, armed with a double-handed axe or double-handed sword. They were tough warriors who would not look much different from their Viking ancestors apart from their slightly more modern helmets. The Northern Irish also had access to redshanks, who were new Scots mercenaries from across the narrow waters in the highlands and Islands. On occasion, Spanish regulars were also available in varying numbers.

THE ENGLISH

The English were, for the most part, a much more typically European army. pike and shot were organised and armed along standard

Sir Henry Sidney and the English army put Irish forces to flight in this print from John Derricke's 1581 *The Image of Irelande, with a Discoverie of Woodkarne.* © Public domain



Demi-Lancers from both sides in combat. Figures by Redoubt Enterprises and Flags of War Border Horse.

European lines, despite not being suited at all to conditions in Ireland. The heavy horses were provided by demi-lancers, which were devastating if the Irish ever stood long enough in the open to be charged, but they rarely did. Of more use was the border horse, who no doubt found the cycle of murder and raid depressingly familiar. Initially, the English also kept a small number of outdated billmen and longbowmen as these were still useful in the broken terrain typical of Ireland. In addition, English armies often had allied contingents of Irish troops: both Kern and Gallowglass.

WARGAMES RULES

There are several rules that cover the period. However, the vast differences between the troop types and tactics employed by both sides may prove difficult to cover with some of these. We have used *Irregular Wars*, a set specifically designed for the clash of cultures across the period, whether Conquistador vs. Meso-American, Dutch vs. Samurai Pirates or English vs. Irish.

Each base is a company. For 28mm we have made these 3-inch squares, which allow some room to add terrain to the bases. Ranges and movement are measured in numbers of unit frontages, so it is easily scaleable up or down.

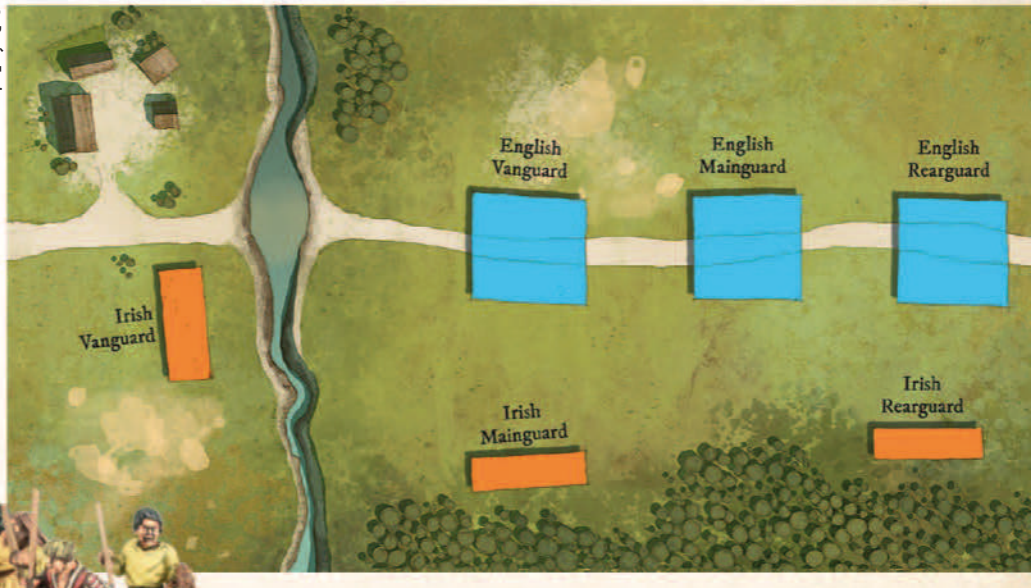
THE GAME

All of this led up to a demonstration game put on at the Other Partizan show in Newark in October. For our game, the scenario was an English relief column coming to the support of a beleaguered Plantation town of English colonists. The column must cross a river, and it is at this point that an Irish army chooses to ambush them while they are strung out along the road.

The game is not based on any specific action, but on the multiple occasions where the Irish ambushed the English at river crossings such as the Yellow Ford, the Ford of Biscuits, the Ford of the Erne, and others. My armies are based around the second Desmond Rebellion 1579–1583; a hugely bloody and long fought war that depopulated the south. The time frame suits my approach, with the Irish only having limited access to firearms - further emphasising the clash of cultures.

Each army is split into three commands: vanguard, main guard, and rearguard. Each player commands one of these forces. The rules are aimed at 2 players, but easily scale to the 6 we had during our demonstration games.

The Irish Vanguard blocks the far side of the river preventing the English from reaching the settler town. Each command has a mix of Kern, Bonnacht, Gallowglass, and light horse with one unit of Kern Marksmen carrying a harquebus each. The vanguard also has a company of Spanish Rodelero's supporting them with sword and buckler. The main and rear guard hide in the woods on



© Rocío Espín

English

Initiative: 1 **Command**: 7U

VANGUARD

		RESOLVE	MOVE	MELEE	SHORT	LONG	SPECIAL
1	Demilancers	5	5U	4			Charge +4
2	Border Horse	4	6U	3	5+		Charge +2, Reivers
1	Billmen	4	3U	4			Pole Arms
1	Sword & Bucklers	4	3U	3	6+		Targeteers
2	Shotte	3	3U	1	2+	5+	
2	Pike	5	2U	4			Pike

MAINGUARD

		RESOLVE	MOVE	MELEE	SHORT	LONG	SPECIAL
2	Demilancers	5	5U	4			Charge +4
2	Border Horse	4	6U	3	5+		Charge +2, Reivers
1	Billmen	4	3U	4			Pole Arms
1	Shotte	3	3U	1	2+	5+	
1	Longbows	3	3U	1	4+	5+	Archaic Missiles
2	Pike	5	2U	4			Pike
1	Kern	3	4U	2	5+	6+	Archaic Missiles, Charge +2, Wild

REARGUARD

		RESOLVE	MOVE	MELEE	SHORT	LONG	SPECIAL
1	Demilancers	5	5U	4			Charge +4
2	Border Horse	4	6U	3	5+		Charge +2, Reivers
1	Billmen	4	3U	4			Pole Arms
2	Shotte	3	3U	1	2+	5+	
1	Pike	5	2U	4			Pike
2	Kern	3	4U	2	5+	6+	Archaic Missiles, Charge +2, Wild

The Border Horse scout ahead as the English column, led by Demi-lancers, prepare to ford the river at a likely spot.

the left flank of the English advance.

The English commands are also an equal split of pike, shot, light horse, and demi-lancers with a unit of billmen in each command and one of longbows in the main guard. They start the game spread down the length of the table marching up the road.

For the Irish, the aim is to inflict as many losses on the English as they can and either drive them off or destroy them entirely.

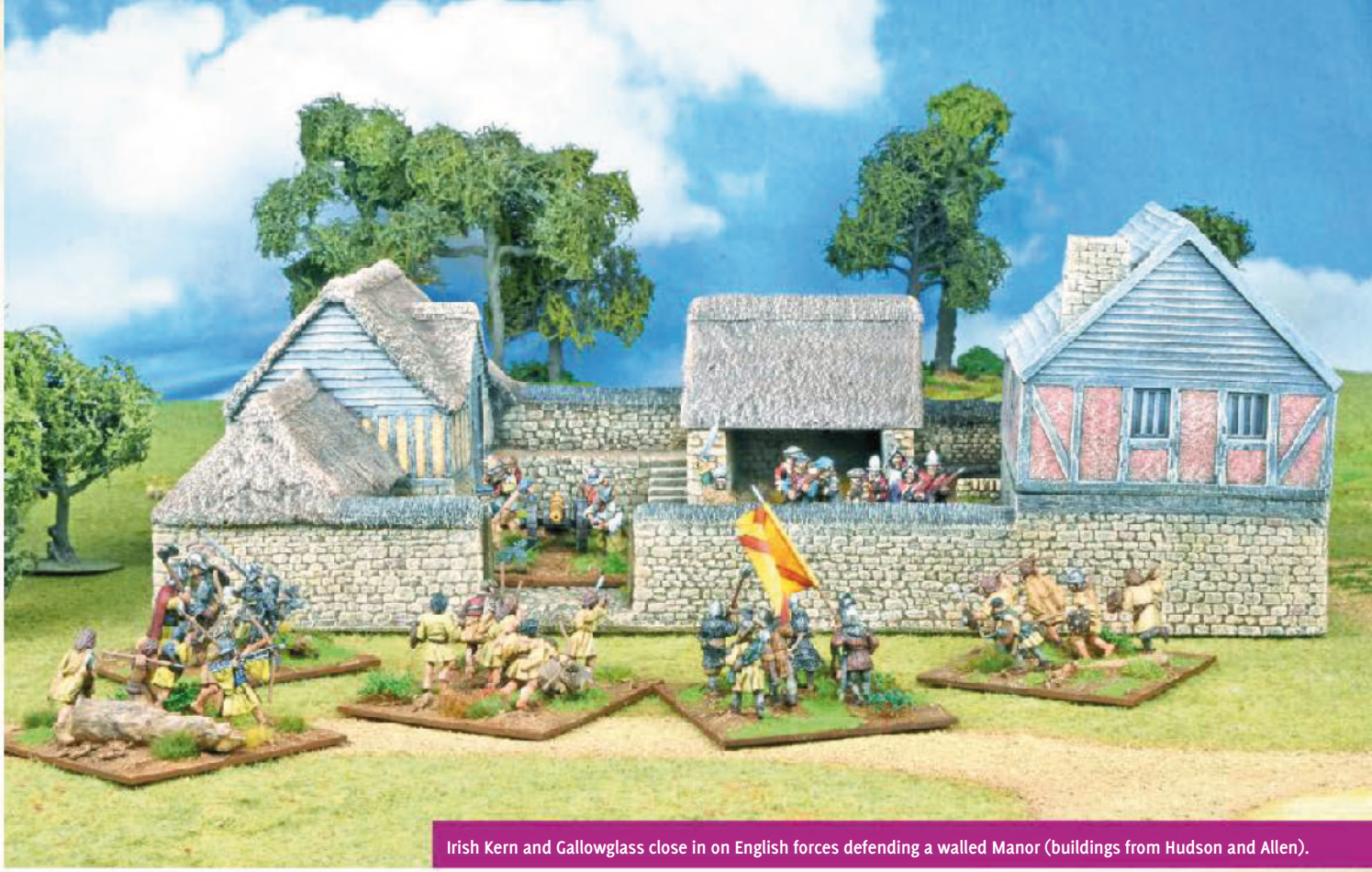
For the English, breaking through the Irish to the settlement with a cohesive force remaining is the key to success.

In our first game, the English commanders chose to concentrate all three commands on destroying the Irish ambushers whilst attacking the blocking vanguard with a couple of units of horse to try to delay their forces crossing the river in support. This initially worked well, and they were able to hold the Irish off for a number of moves. However, the rearguard eventually began to buckle and the blocking force crossed the river into the English vanguards' flank. The English army began to dissolve.

We have played the same game again with different results each time. In the first, the English dissolved pretty quickly, leaving virtually no intact forces on the table. In the second, the Irish rearguard was too eager and, attacking unsupported, was quickly destroyed after the loss of their Lord. This allowed the English to concentrate on the much-reduced Irish main guard and vanguard and eventually drive them back to defeat. This last game was a much closer-fought engagement, but all three were fun and interesting games.

SPECIAL RULES

- Pike – Plus 5 against horse to the front, charging units lose charge bonus if charging to the front.



Irish Kern and Gallowglass close in on English forces defending a walled Manor (buildings from Hudson and Allen).

- Polearms – plus one melee to front and against pike at all times
- Wild – No movement penalty in rough ground
- Targeteers – plus 3 against pike
- Reiver –Treat as foot during melee or shot phase if in rough ground
- Loose – Turn 90 or 180 degrees for free, may reload black power and change facing in same action

OTHER GAMING OPTIONS

Outside of the rebellions, warfare was endemic in Ireland throughout the period; Irish lords fighting each other for supremacy, particularly the Butlers under the Earl of Ormond and Fitzgerald's under the Earl of Desmond. In the north, the O'Neil fought the McDonnell Antrim Scots for control of Ulster. Regular Continental forces of various sizes even appear at times, with the Spanish sending small contingents on a number of occasions; the Pope sending a small army of 700 Spanish and Italian mercenaries to support Fitzgerald in the second Desmond Rebellion; and the Spanish sending an army of 3,300 to support O'Neil towards the end of the Nine Years' War. This

USING *LION RAMPANT* AND *PIKEMAN'S LAMENT*

In previous WS&S articles, such as *Edinburgh's Burning* from *WS&S* and the *The battle of the Spurs* from WS&S 126, we used a combination of *Pikeman's Lament* and *Lion Rampant*. Use the leadership rules from *Lion Rampant* and the rules for pike, shotte and artillery from *Pikeman's Lament*.

Treat demi-lancers as Elite Cavalry, borderers as Heavy Cavalry and light horse as Lights Horse with javelins. Billmen count as Expert Heavy Infantry and Gallowglass as Armoured Warrior Infantry. sword and buckler count as Heavy Infantry and Kern marksmen as Raw Shotte (*Pikeman's Lament*). Bonnachts count as Skirmishers and Kern as Light Infantry with javelins.

The two armies finally face each other. Miniatures by makers including Timeline Miniatures English and Perry's Irish.

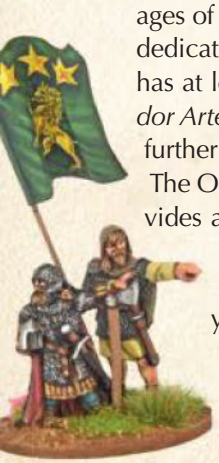
Redoubt and Antediluvian Irish face Monolith Design and TAG English, as the latter try to hold their ground on a hill.

gives the gamer lots of scope for different types of games and alternative histories where the Spanish actually linked with the Irish to provide a real headache for the English.

You can also consider the other significant military adventures of the Elizabethan English, more than I had realised until recently. Armies of thousands were sent to support the Dutch Protestants in the United Provinces and equally so to Newhaven (later Dunkirk) and Brittany. Added to this were the two massive combined arms raids on the Spanish Peninsular. Described by Jonathan Davies as counter armadas, these were massive undertakings with lots of wargaming possibilities.

RESOURCES

The gamer is blessed with several resources. From a clothing and uniforms perspective, a quick internet search will garner multiple illustrations of the troops of the period alongside images of re-enactors. Osprey has a title dedicated to the period, and Helion has at least 3 for the English, *The Tudor Arte of Warre* volumes 1-3, with a further one for the Irish due any time. The Osprey for the Armada also provides a treasure trove of images and information for the English army and any Spanish troops you may want to add.



From a historical background perspective, in addition to the above-mentioned volumes, Cyril Falls' book *Elizabeth's Irish Wars* is very good, particularly for the later Nine Years' War period. A personal favourite of mine is *The Twilight Lords* by Richard Berleth, with a particular focus on the Desmond Rebellions and the near genocidal ethnic cleansing practised by both sides, particularly in Munster.

I hope this short overview provides some inspiration for anyone fascinated with the period. **WS&S**

I have detailed my progress with this project on my blog, so anyone interested can see the development of the forces, the troop and figure manufacturers, the painting and basing used, plus the after-action reports for each of our games so far. You can access these at gapagnw.blogspot.co.uk.

Irish

Initiative: 3 **Command**: 5U

VANGUARD

		RESOLVE	MOVE	MELEE	SHORT	LONG	SPECIAL
2	Light Horse	4	6U	3	5+		Charge +2, Archaic Missile, Wild
3	Gallowglass	5	3U	4			Charge +1
1	Kern Marksmen	3	4U	0	4+	4+	Loose, Wild
1	Spanish Rodolero	4	3U	3	6+		Targeteers
1	Bonnacht	4	3U	3	6+		Archaic Missile, Charge +2, Wild
2	Kern	3	4U	2	5+	6+	Archaic Missile, Charge +2, Wild

MAINGUARD

		RESOLVE	MOVE	MELEE	SHORT	LONG	SPECIAL
2	Light Horse	4	6U	3	5+		Charge +2, Archaic Missile, Wild
2	Gallowglass	5	3U	4			Charge +1
1	Kern Marksmen	3	4U	0	4+	4+	Loose, Wild
2	Bonnacht	4	3U	3	6+		Archaic Missiles, Charge +1, WIld
2	Kern	3	4U	2	5+	6+	Archaic Missiles, Charge +2, Wild

REARGUARD

		RESOLVE	MOVE	MELEE	SHORT	LONG	SPECIAL
2	Light Horse	4	6U	3	5+		Charge +2, Archaic Missile, Wild
2	Gallowglass	5	3U	4			Charge +1
1	Kern Marksmen	3	4U	0	4+	4+	Loose, Wild
2	Bonnacht	4	3U	3	6+		Archaic Missiles, Charge +1, Wild
3	Kern	3	4U	2	5+	6+	Archaic Missiles, Charge +2, Wild

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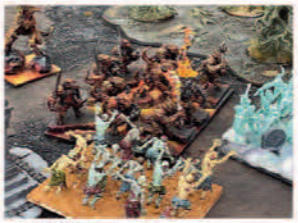

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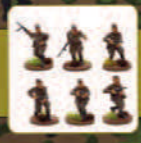

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THE 3RD ARMOURED DIVISION IN RURAL GERMANY, 1945

SPEARHEAD!

In March 1945, the 3rd Armoured Division, nicknamed "Spearhead," led a pivotal US offensive against Germany's Ruhr region. Facing intense resistance, the Division persisted, pushing into Germany at an astonishing rate. These three scenarios capture the campaign's diversity, offering a taste of the battlefields the US troops fought their way through.

By Joe Bilton

In late March, the 3rd Armoured Division, known as the "Spearhead," played a key role in the US offensive to isolate Germany's industrial Ruhr region. The division, led by Major General J. Lawton Collins' VII Corps, spearheaded the attack at dawn on March 25, 1945. Encountering heavy opposition from units of the German Fifth Panzer Army, including the 3rd Panzer Grenadier Division; the 9th, 11th, and 130th Panzer Lehr; the 340th; and the 363rd Volksgrenadier Divisions, the "Spearhead" advanced, particularly south of Germany's Sieg River. Major General Maurice Rose's tankers overran German positions, taking prisoners and destroying armour.

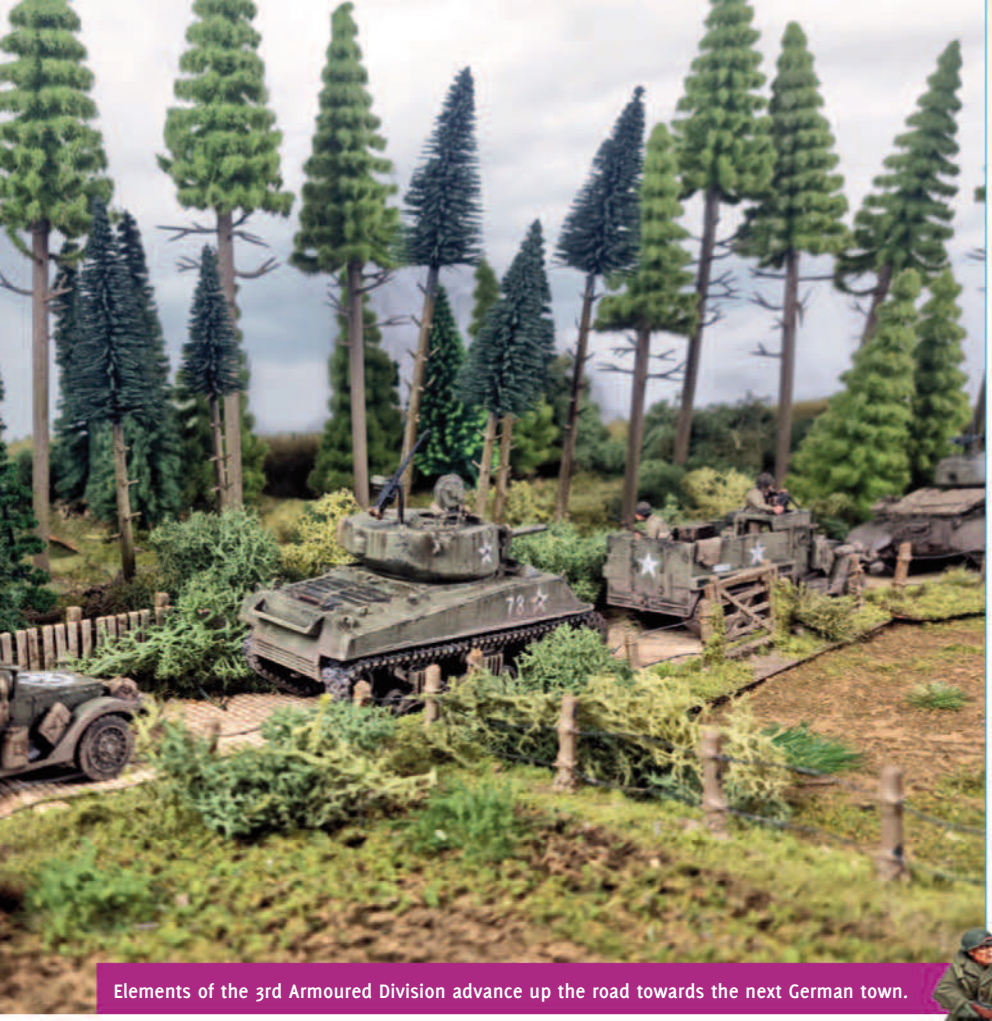
On March 27, Task Force "X" achieved a significant success, breaking through German resistance and swiftly advancing through towns. Major General Rose led the relentless pursuit, personally engaging the enemy. Task Force "X" seized Herborn on the Dill River, securing a bridgehead.

The following day the Combat Command Reserve pushed on to Dillenburg, securing crossings, while Combat Command "B" went into reserve after facing significant resistance. General Boudinot's command resumed the attack on March 28. Supported by the 104th Infantry Division, the battle turned into a race eastward as German forces retreated. Task Force Lovelady seized Marburg, and the 83rd Armoured Reconnaissance Battalion drove hard, securing Bottenhorn and Holyhausen by nightfall.

On March 29, the "Spearhead" achieved a historic one-day advance, covering over 90 miles. The day marked a triumphant moment for Major General Rose and the 3rd Armoured Division. However, on March 30, resistance stiffened as SS units confronted the advancing Americans. Despite formidable opposition, the 3rd Armoured Division continued its steady advance.

The division faced intense combat on March 30, with Task Force Welborn engaging dug-in infantry and tanks

Men of the 36th Armored Infantry Regiment, 3rd Armored Division rest on their tank outside Stolberg, Germany on 14 October, 1944.
© Public domain



Elements of the 3rd Armoured Division advance up the road towards the next German town.

north of Etteln. Major General Rose was killed in action when his small convoy was ambushed by German armour. Despite the loss, the division pressed forward under the command of Brigadier General Doyle O. Hickey. Task Force "X," now led by Lt. Colonel John K. Boles, Jr., cleared the roadblock, enabling the division to reach and clear Paderborn, a significant achievement in the war. The 3rd Armoured Division, despite the heavy blow, continued its remarkable drive and helped to close the Ruhr Pocket.

Task Force Kane, detached from the "Spearhead," swiftly drove west, meeting elements of the 2nd Armoured Division at Lippstadt. The convergence of the 3rd and 2nd Armoured Divisions trapped over 376,000 German soldiers in what became known as the "Rose Pocket," honouring General Rose's memory. The division faced challenging battles at the Weser River, encountering resistance from SS training centre remnants and various units. Despite blown bridges and formidable opposition, the 3rd Armoured Division, still grieving General Rose's death, continued its relentless advance, showcasing remarkable achievements in the final stages of World War II.

WARGAMING THE "SPEARHEAD"

The 'Spearhead' Division pushed into Germany at an astonishing rate, with the result that they often found themselves attacking a different town or village each day, sometimes pushing through several rural roadblocks and defending hamlets in a single day. I wanted to allow players to represent this campaign on their tables by providing a set of three scenarios that reflect the variety of locations the American troops found themselves in – relatively exposed open roads, small German villages with narrow lanes, and ruined towns with rubble-choked streets.

These scenarios can be used with any set of platoon-scale wargame rules, though I have written it with *Chain of Command* in mind. You also have a choice in how you use these three scenarios. You could just pick one or two of them to play, or you could string them together to make a mini-campaign, with the US player pushing ever deeper into Germany across the three tables. If you are playing these with *Chain of Command* and want to run it as a mini Pint-Sized Campaign (PSC), you should use the 'At The Sharp End' booklet to manage the campaign aspects.

You could also use these scenarios to play *What A Tanker!*, also by Too-FatLardies. Instead of taking infantry platoons, each player could command one or two tanks. There was no shortage of US armour in the campaign, and it also gives the Ger-

© Rocío Espín

Map for scenario one: ***Into the Reich.***

man player an opportunity to field some huge late war big cats!

GERMAN AND AMERICAN FORCES

The American player should field an Armoured Rifle Platoon, details of which are provided below. If playing this as a PSC, the US player has access to one additional reserve platoon, also of the same type. The German player has much more variety. Due to the nature of this campaign, there were many different ad-hoc German units in the area – inexperienced training units, heavily armed Panzergrenadiers, Volksgrenadiers, Volkssturm and more.

I have provided platoon details for the US Armoured Rifle Platoon and a Panzergrenadier, Volksgrenadier and Volksturm Platoon for the German player. Feel free to pick what grabs your interest (or matches what you have available!). When determining the amount of support available use the rules as per the core rulebook.

THE SCENARIOS

The scenarios have been designed with *Chain of Command* in mind, but can easily be adapted to other platoon-scale rule sets such as *Bolt Action* or *Battlegroup*.

Each scenario is designed to be played on a 6'x4' table and with

UNITED STATES FORCE LIST

Armoured Rifle Platoon

Command Dice: 5 **Rating:** Regular (+2)

Platoon Headquarters
Lieutenant, *Senior Leader* armed with carbine
Platoon Sergeant, *Senior Leader*, armed with carbine

Headquarters Squad
Sergeant, Junior Leader, armed with M1 Garand
Seven riflemen with M1 Garand **Option:** Two men may be removed to form a Bazooka Team

Mortar Squad
60mm mortar with 5 crew

Machine Gun Squad	
Sergeant, Junior Leader, armed with M1 Garand	
MG Team	**MG Team**
Tripod mounted MG with 5 crew	Tripod mounted MG with 5 crew

Squads One and Two
Sergeant, Junior Leader, armed with M1 Garand
Ten riflemen with M1 Garand One man with SMG Option: Two men may be removed from any squad to form a Bazooka Team

SUPPORT OPTIONS

The following support options may be chosen, up to the number of support points available.

List One
Medical Orderly
Engineer Demolition *Team*, 3 men
Jeep, no crew

List Two
Bazooka Team, 2 men
Pre-Game barrage (from Table 2 onward)

List Three
Flamethrower *Team*, 3 men
Sniper *Team*
M3 half-track, no weapons

List Four
Regular Infantry *Squad with Junior Leader*
Forward Observer and 81mm mortar battery
0.30 MMG on tripod, 5 crew
M20 Utility Car with *Junior Leader*

List Five
M8 Armoured Car with *Junior Leader*
0.50 HMG on tripod, 5 crew

List Six
M4 Sherman with *Junior Leader*

List Seven
M4 Sherman 76mm with *Junior Leader*

List Eight
M36 GMC with *Junior Leader*
M4A3E8 Sherman with *Junior Leader*

List Ten
M26 Pershing with *Junior Leader*

Special Rule – At least 6 points of support each game must be spent on armour.

The American troops advance warily. The narrow streets are perfect for an ambush. Indeed, the Germans lie in wait.

28mm-scale miniatures, but can be easily adjusted to other scales if needed. The Americans are the attackers in each of the scenarios. The roads are well maintained, either being metalled or cobbled. Vehicles move as normal on these roads.

Scenario one, into the Reich

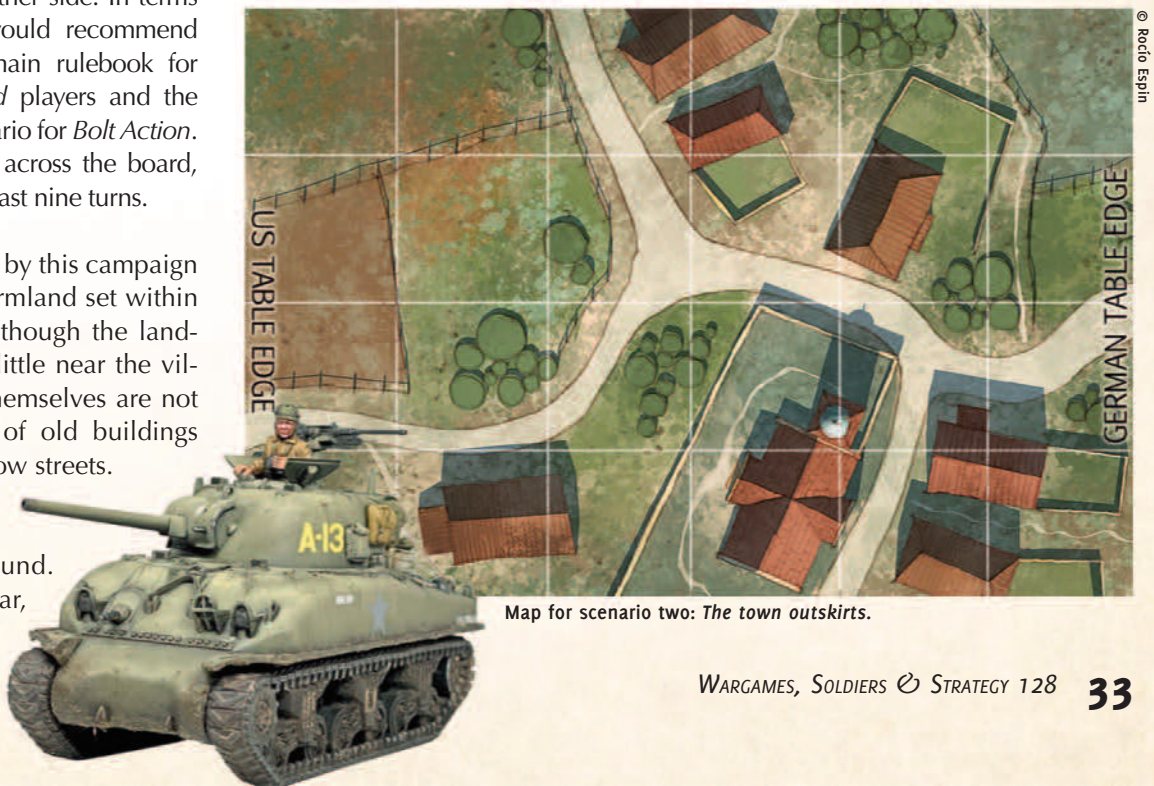
This is a probing scenario, where the attacker has to successfully cross the table and exit the other side. In terms of game type, I would recommend 'Probe' from the main rulebook for *Chain of Command* players and the 'Envelopment' scenario for *Bolt Action*. As you are playing across the board, make the game at least nine turns.

The region covered by this campaign consists of open farmland set within wooded valleys, although the landscape opens up a little near the villages. The towns themselves are not large, but consist of old buildings crammed into narrow streets.

The fields are considered open ground. At this time of year, any vegetation is low, and whilst there has been some rainfall, the ground is not difficult to cross for infantry or vehicles. Most of the fields do not have fences or walls between them, although these are indicated when present. Wire fences do not affect line of sight, although they do count as minor obstacles for easy movement. Wooden fences provide light cover and are minor obstacles.

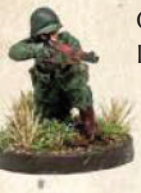
Scenario 2, the town outskirts

In this scenario, the Americans have to push forward and gain control of a town's outskirts, so they can then push onto the central square in the town centre. The buildings here are a mix of wooden and stone buildings, with only half being stone or part stone on their ground floor. As such the wooden buildings will be easier to damage, set alight, or destroy,



© Rocío Espín

Map for scenario two: *The town outskirts.*



and your rules should reflect this. Otherwise they offer hard cover. I would recommend the 'Attack & Defend' scenario for *Chain of Command* players and 'Point Defence' for *Bolt Action*. Again, as we are playing across the board, make the game at least nine turns.

Scenario three, the town centre

For the final scenario, the Americans have the opportunity to take control of the entire area by capturing the main road hub. If they can manage to take control of the centre of town, the Americans can then move on to their next objective and push deeper into the Reich.

GERMAN FORCE LIST

Volksturm Platoon

Command Dice: 5 **Rating:** Green (-1)

Platoon Headquarters

Zugfuhrer, *Senior Leader* armed with StG44

3 panzerfausts available to be distributed to the squads under the leader's command.

Squads One and Two

Gruppenfuhrer, Junior Leader, armed with rifle; Two panzerfausts

LMG Team	Rifle Team
MG 42 Two crew One riflemen	Five riflemen

Volksgrenadier Sturm Platoon

Command Dice: 5 **Rating:** Regular (+3)

Platoon Headquarters

Unterfeldwebel, *Senior Leader* armed with machine pistol

Three men with Rifle Grenade Launchers. These have limited ammo, like team AT weapons.
3 panzerfausts available to be distributed to the squads under the leader's command.

LMG Squad

Obergefreiter, Junior Leader, armed with MP40. Two panzerfausts

Panzergrenadier Platoon

Command Dice: 5 **Rating:** Regular (+4)

Platoon Headquarters

Leutnant, *Senior Leader* armed with machine pistol

Panzerschreck *Team*, 2 man crew

Squads One to Three

Obergefreiter, Junior Leader (with machine pistol). Two panzerfausts

LMG Team	LMG Team
MG 42 Two crew Three riflemen	Tripod mounted MG with 5 crew

LMG Team	LMG Team
MG 42 Two crew One rifleman	MG 42 Two crew

Assault Squads One & Two

Obergefreiter, Junior Leader, armed with StG44. Two panzerfausts. Six men with StG44.

SUPPORT OPTIONS

List One

Medical Orderly

Adjutant

Entrenchments for one *Team*

Hitler Youth. Two children, with a panzerfaust each. They are **green**.

List Two

Roadblock (wagons and carts)

Panzerschreck *Team*, 2 men

Volkssturm Squad with *Junior Leader*

List Three

Sniper *Team*

List Four

Understrength Regular Infantry *Squad with Junior Leader*

20mm Flak 30, 4 crew with *Junior Leader*

Regular MG 42 on tripod mount, 5 crew

Panzer II A-C with *Junior Leader*

List Five

Panzer III M/N with *Junior Leader*

List Seven

Panzer IV G/H with *Junior Leader*

List Eight

8.8cm Flak 41, 5 crew and *Junior Leader*

List Ten

Panther with *Junior Leader*

Tiger I with *Junior Leader*

List Eleven

Tiger II with *Junior Leader*

The *Volkssturm* make a desperate last stand in the town square: little use against the 3rd Division steamroller.

The buildings here are either made from stone or brick, with heavy wooden beams. Most of them are two storeys in height and count as hard cover. There are several destroyed structures, the victims of earlier Allied air raids. The streets should feature large amounts of rubble around the ruined buildings. Treat the ruins as hard cover and the rubble-strewn streets as heavy going.

For *Chain of Command*, I would recommend the 'Attack on an Objective' scenario. For Bolt Action, try the 'Hold until Relieved' scenario. As you are playing across the board, make the game at least nine turns long.

ADAPTING TO OTHER RULE SETS

For *Bolt Action*, choose equal forces of approximately 1000 points – going as low as 750 or as high as 1250 point to suit players' tastes. The Germans should be taken from the *Last Levy* lists on page 102 of the Armies of Germany book – the fuel shortages special rules should be used and all armour should be inexperienced. The US can take forces from the *1945 Rhineland* lists on page 76 of the *Armies of the United States* book. Use the *Chain of Command* lists as a guide.

For *Battlegroup*, use the lists from the Wacht am Rhein book. The German Volksgrenadier list can be found on page 33. The American Armoured Division from page 166 of the *Battlegroup Overlord* book should work here nicely.

CONCLUSION

I hope this set of scenarios inspires you to tackle some late-war gaming. Very often games set in NW Europe are focused around Normandy, so this can be a refreshing change, both in terms of terrain, forces, and the nature of the fighting. Enjoy! **WS&S**

© Rocío Espín

Map for scenario three: *The town centre.*

Painted between 1796 and 1797, Antoine-Jean Gros' famous painting depicts Napoleon leading a charge across the bridge at Arcola.
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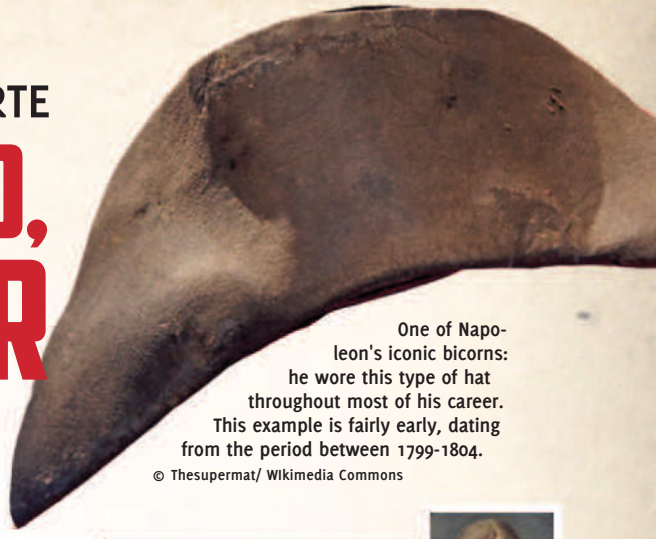
THE METEORIC RISE OF NAPOLEON BONAPARTE

REVOLUTIONARY, HERO, TYRANT, EMPEROR



One of Napoleon's iconic bicorns: he wore this type of hat throughout most of his career. This example is fairly early, dating from the period between 1799-1804.

© Thesupermat/ Wikimedia Commons

There are not many men who can claim to have had an entire era of history named after them. Napoleon was undoubtedly a pivotal figure in an epic era, but how did he rise to power, and can wargamers factor in his individual presence on a wargames table?

By Rob Harper

Born in 1769 into relatively impoverished Corsican nobility, and after receiving a French military education, by the beginning of the Revolution Napoleon had become a junior officer of artillery. He witnessed the chaotic mob rule when the Tuileries Palace was attacked in 1792, but was wise enough to build political connections with those in power during the crucial year of 1793. He came to the attention of Robespierre, who recognised his talent and promoted him to senior gunner and commander of the artillery at the siege of Toulon, where he arrived in September 1793.

Napoleon first made his mark designing a strategy to capture key forts that overlooked the harbour. Once these were under French control, they could attack any ship in the harbour and force the evacuation of the British fleet. As he predicted, the British did not want to risk their fleet and withdrew. The city fell to the Republic soon after.

The success at Toulon saw Bonaparte promoted to Brigadier general of artillery in France's Army of Italy, where he was instrumental in the French victory at the Second Battle of Saorgio (1794). However, rivalries and perhaps his association with the disgraced Montagnards (Robespierre's faction), saw him removed from his command though he was reinstated a few weeks later.

In 1795, he refused a commission as an infantry commander to fight against the *Vendee* and subsequently was removed from the list of active generals. His future looked bleak. However, fate dealt him a lucky hand. Barras, in charge of the defence of Paris and the Republic, asked him to take charge of the defences at Tuileries Palace. With skill and brutality, his famous Vendemiaire 'Whiff of Grapeshot' saw Napoleon crush the uprising. He was then rewarded with the command of the Army of Italy at the age of 25.

Returning to Italy with this small army, Napoleon worked wonders. Time and again he outmanoeuvred the larger Piedmontese and Austrian armies. Napoleon acted more as a statesman and ruler than an army general, undoubt-

Napoleon says:

FOCUSING FIRE

I trained in artillery and learnt that its use can be the key to victory. Move your guns into good positions and concentrate on the section of the enemy line where you plan to break through.

Charles says:

SHOW NO MERCY

There is an anecdote, which I don't believe, that says Wellington refused to fire on Napoleon at Waterloo. I highly doubt that Napoleon was close enough to ever be in rifle or cannon range of British forces. Suffice it to say, I would have had no such qualms if put in a similar situation.

In this 1814 satirical print by Thomas Tegg, Napoleon is depicted manning the guns at Toulon. The Siege of Toulon was one of the first military successes in his long career.

© The Anne S.K. Brown Military Collection

A fanciful depiction of the Battle of the Pyramids by Dirk Langendijk. Fough on 21 July 1798, the actual battle, while fought in sight of the ancient monuments, certainly did not happen as close by as in this drawing.
© The Rijksmuseum

Napoleon says:

GOTTA KEEP MOVING

The French Republican army was well drilled and very mobile. I used this fact to great effect. Emulate me by using your mobility to strike the enemy where he is weakest.

edly unsettling the French government. But what can you do with such a highly popular and effective general? His army captured over 150,000 prisoners, 540 cannons, and 170 standards, winning 18 pitched battles.

Britain was proving a constant thorn in the Directorate's side. Napoleon suggested that they threaten British trade interests through an expedition to Egypt, which also seemed to some in the Directory as the perfect solution to move him out of the way.

The Ottoman and Mameluke armies in Egypt were no match for the French. Unfortunately, Nelson's victory at the Battle of the Nile in August 1798 destroyed the French fleet and any hopes of reinforcement. Napoleon ruthlessly pushed his men in the following campaign. The stubborn resistance of Acre led to his first clear defeat, resulting in his withdrawal from Syria, soon followed by Napoleon deserting his army with a handful of picked supporters. Back in Paris, and carefully

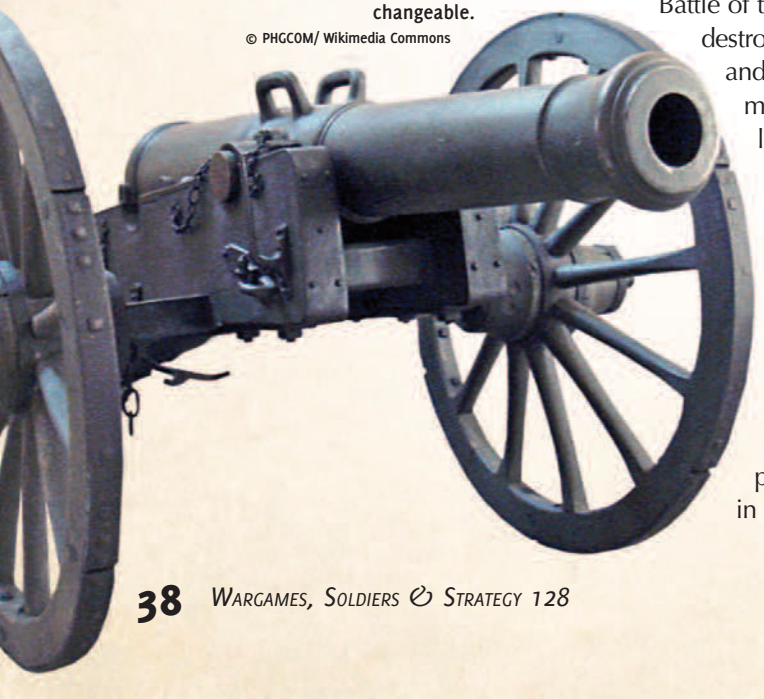
Title page from the 1791 Reglement Concernant Exercise Et Les Manoeuvres De Infanterie. The practices introduced in this text improved the effectiveness of the French army in the field.
© Bibliotheque nationale de France

spinning the expedition as a great cultural expedition, Napoleon threw himself into politics. On 18 Brumaire (9 November 1799), when his persuasive powers failed him, he threw out the Deputies by force. The Directory was finished. Made one of three consuls, then promoted to First Consul, he once again faced wars on France's eastern and Italian fronts.

Crossing the Alps into Italy, he was set to continue his victories, but it nearly all came crashing down at Marengo where, except for timely reinforcements in the form of a full division under Desaix, and Austrian complacency, he would have been defeated.

In 1802, the Treaty of Amiens brought peace between Britain and France, ending the Wars of the French Revolution. Napoleon's popularity soared. His power was such that in 1804 he became emperor and began to build a court that far outshone all others.

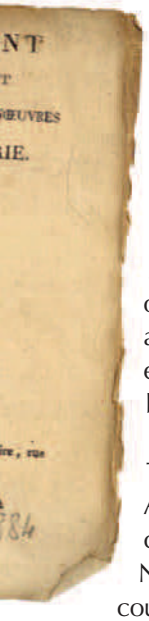
A 12lbr Gribeauval cannon, dating to the second year of the Republic (1793). The Gribeauval system revolutionized artillery by making nearly all parts of the gun and carriage interchangeable.
© PHGCOM/ Wikimedia Commons



WARGAMING WITH NAPOLEON

The French Army of the Revolutionary Wars may have started poorly equipped with untrained volunteers and the *levée en masse*, which conscripted hundreds of thousands of men, but soon evolved into a professional, if often under-equipped, army.

The introduction of the 1791 manual simplified drill and loading instructions, making the infantry marginally faster at manoeuvring and firing than their opponents. The Gribeauval system had revolutionized French artillery in the 1770s. The reforms encompassed not only the cannons and carriages, but also the limbers, ammunition chests, and the accompanying equipment, ammunition and tools; rounds for the weapons were prepackaged.



The aristocratic system of patronage was gone. The Revolutionary Army used a merit-based system of promotion, based on leadership ability, courage, and aptitude; talented men like Napoleon could be promoted to top positions.

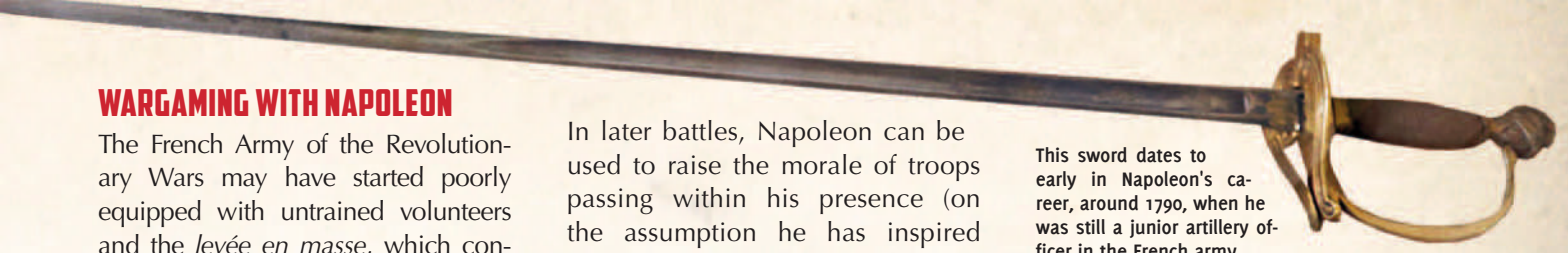
The reforms in the Revolutionary Army allowed Napoleon's new concept of warfare to succeed. Now, manoeuvre and firepower could deliver a quick and decisive blow against the enemy. Nearly always outnumbered, he used his strategic genius to focus his troops and overpower his enemy time and again. In his early battles, we see him leading the assault, sword in hand. In later years, he seems to have largely distanced himself from any close-in action.

When it comes to wargaming, his direct involvement in any assaults happening during early campaigns is possible, though it should come at great risk. Although all rules need an element of failure, if Napoleon leads an attack, he should add a significant bonus. He should also be able to rally troops quickly, and any troops within his eyesight should unquestionably try to demonstrate determination in attack and defence. None of this prevents casualties of course, but should give troops more staying power.

In later battles, Napoleon can be used to raise the morale of troops passing within his presence (on the assumption he has inspired them with a few words), but tactics should be left to his subordinates. It pays to remember that he was both a military commander and head of state, and there were increasing efforts to keep him out of harm's way.

Where a battle situation is desperate, however, there should be the chance of pushing Napoleon to the front and keeping troops in position. There should also be scope for units, who are near him and within sight, to be able to fire faster through a bonus to their fire factor for a turn or two. As in earlier years, his presence should still add significantly toward rallying troops, but if he is within range of the enemy, he should also be at risk, just like any general officer.

I hope this gives some food for thought, giving you some ideas as to how you can use Napoleon in a game without unbalancing it too much. In reality, truly bringing Napoleon to the tabletop may require something beyond rules, some of his tactical skill. **WS&S**



This sword dates to early in Napoleon's career, around 1790, when he was still a junior artillery officer in the French army.
© Sailko / Wikimedia Commons

Charles says:

A PALE IMITATION

Do not fear if you see that rascal Napoleon on the field. In a game of war, your opponent will rarely have the talent and skill that Napoleon had. No mere game can give your opponent the insight that Napoleon possessed, no more than the odd game of chess can make you a Grand Master.

This 1806 painting by Jean Broc depicts the death of General Desaix at the Battle of Marengo. Desaix was instrumental in salvaging French fortunes during this battle. Indeed, Napoleon's victory was far too close for comfort.
© Musée du Château de Versailles

NAPOLEON DURING THE 13 VENDÉMIAIRE AN IV

A REVOLUTION SAVED

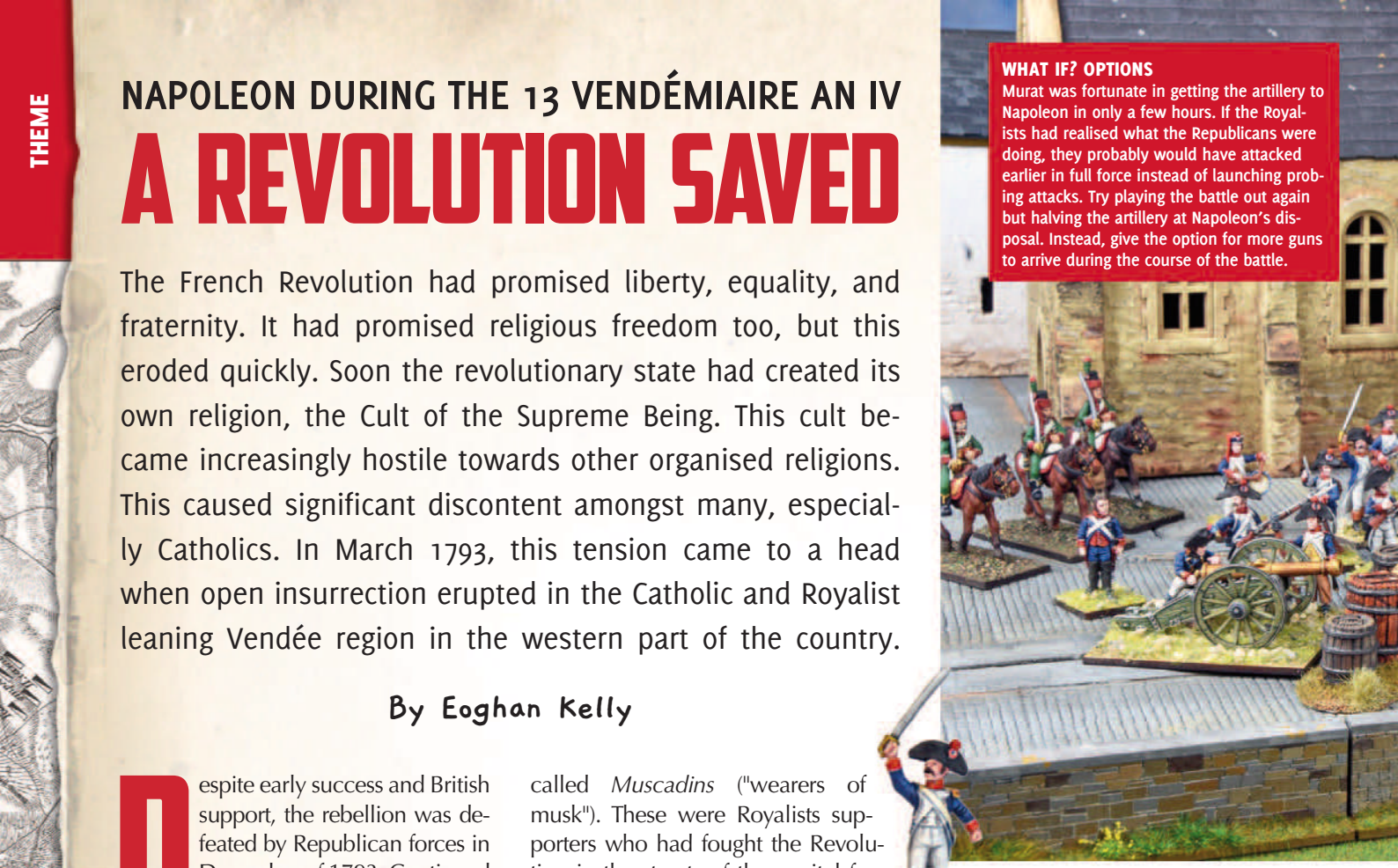
The French Revolution had promised liberty, equality, and fraternity. It had promised religious freedom too, but this eroded quickly. Soon the revolutionary state had created its own religion, the Cult of the Supreme Being. This cult became increasingly hostile towards other organised religions. This caused significant discontent amongst many, especially Catholics. In March 1793, this tension came to a head when open insurrection erupted in the Catholic and Royalist leaning Vendée region in the western part of the country.

By Eoghan Kelly

Despite early success and British support, the rebellion was defeated by Republican forces in December of 1793. Continued tensions, fuelled by the Reign of Terror and the excesses of the Committee of Public Safety, lead to more risings during 1794 and 1795. Each was defeated in turn, but unrest did not abate. When the Comte d'Artois landed with a force of Emigré and British troops, the Royalists started to march on Paris. Their numbers grew quickly, and alarm spread through France.

The immediate effect of the rebels marching on Paris was to fan the embers of resentment amongst several groups in the city – in particular the *jeunesse dorée* ("gilded youth") also called *Muscadins* ("wearers of musk"). These were Royalists supporters who had fought the Revolution in the streets of the capital for years. As their expectations of success grew, so did their activities. They started cutting down trees to create obstructions and barriers. They also spread rumours that some or even all of the Paris National Guard was going to defect to the rebels.

The National Convention now realised that they, and France, were facing an existential threat, with Royalist forces marching on Paris and as many as 25,000 rebelling within the city itself. Republican forces numbered less than 5,000 within the capital, and there were legitimate worries about their trustworthiness.

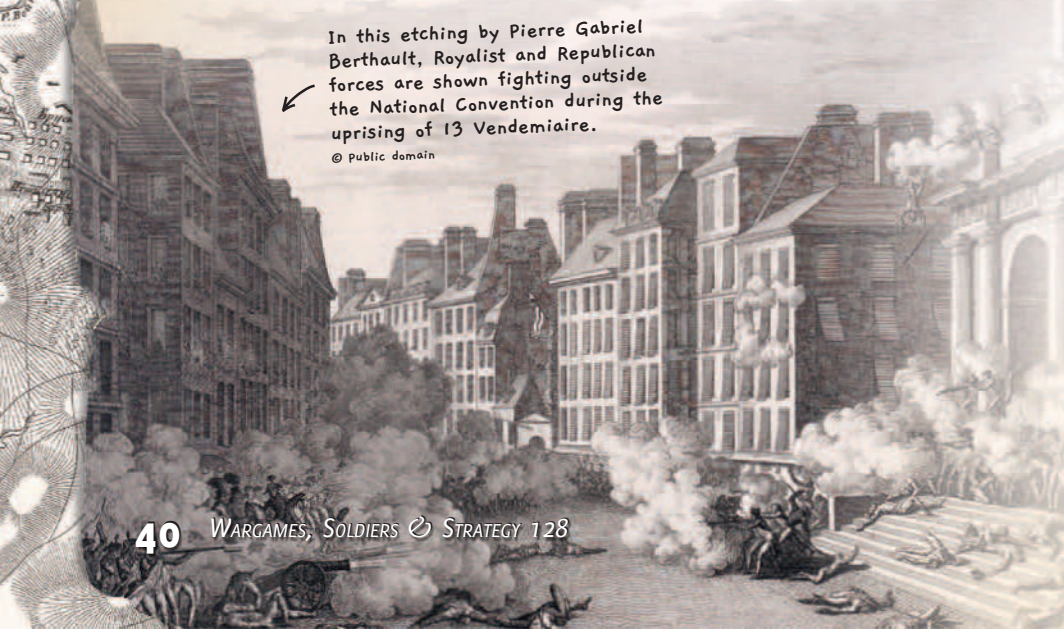


WHAT IF? OPTIONS
Murat was fortunate in getting the artillery to Napoleon in only a few hours. If the Royalists had realised what the Republicans were doing, they probably would have attacked earlier in full force instead of launching probing attacks. Try playing the battle out again but halving the artillery at Napoleon's disposal. Instead, give the option for more guns to arrive during the course of the battle.

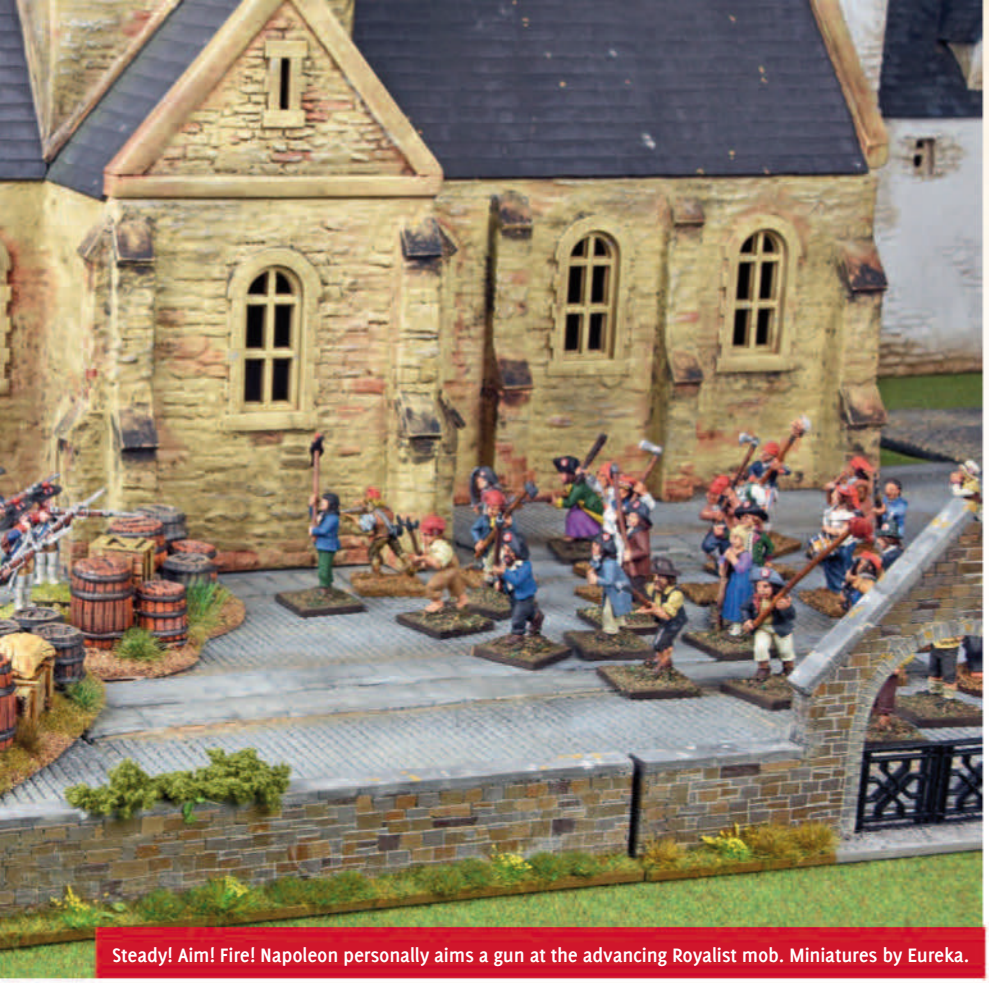
On 12 Vendémiaire An IV (4th October 1795), National Guard units made a poorly executed attempt to disperse the Royalist mobs. This only emboldened the rebels. Realising their mistake, the Guard executed a cavalry charge. This temporarily dispersed the rebels, but it was too little too late. The National Convention sacked the Guard commanders and appointed Paul François Barras to command the Republican forces in the city. Despite his military and naval background, Barras was a political creature who had managed to survive the Revolution as well as subsequent governments, and he recognised the peril – especially to himself.

In 1793, at the siege of Toulon, Barras had met a young Napoleon Bonaparte. Barras asked for Bonaparte to join him, and he agreed with the proviso that he, Bonapartem be given complete freedom of command and be free from political interference. This was agreed, and Bonaparte quickly got to work.

He found a young *sous-lieutenant* Joachim Murat of the *12ème Régiment de Chasseurs à Cheval* and instructed him to take his two squadrons



In this etching by Pierre Gabriel Berthault, Royalist and Republican forces are shown fighting outside the National Convention during the uprising of 13 Vendemiaire.
© Public domain



Steady! Aim! Fire! Napoleon personally aims a gun at the advancing Royalist mob. Miniatures by Eureka.

and ride to the plain of Sablons and return with 40 artillery pieces that were stored at a magazine there. Setting out at 1:00 am of 13 Vendémiaire, Murat completed the round trip of 10 kilometres in a little under 2 hours, returning with the artillery – and just in time for Bonaparte to deploy them. The Royalist rebels had decided that rather than waiting for the National Guard to take action, they would seize the initiative and march on Tuilleries Palace where the National Convention met. Their leaders had decided to to drive back the Republican forces and force a change of government. With large numbers of rebels coming down many streets toward Rue Saint-Honoré, the National Guard focussed its positions opposite Église Saint-Roch, while the Royalist forces secured a significant stretch along the north side of the road. In the meantime, Barras had 2,000 or so of the National Guard south of the river. While they would play next to no part in the subsequent action, they did prevent 5,000 Royalists from attacking Bonaparte from the rear. One regular infantry battalion and one 'Patriots' battalion were in reserve behind Bonaparte's position.

At 5:00am, the rebels launched an attack on the National Guard positions, but they were easily repulsed. They were essentially an armed mob with little tactical control. At 10:00am, they launched their major assault with 7,000 men attacking Bonaparte and his force of around 2,000.

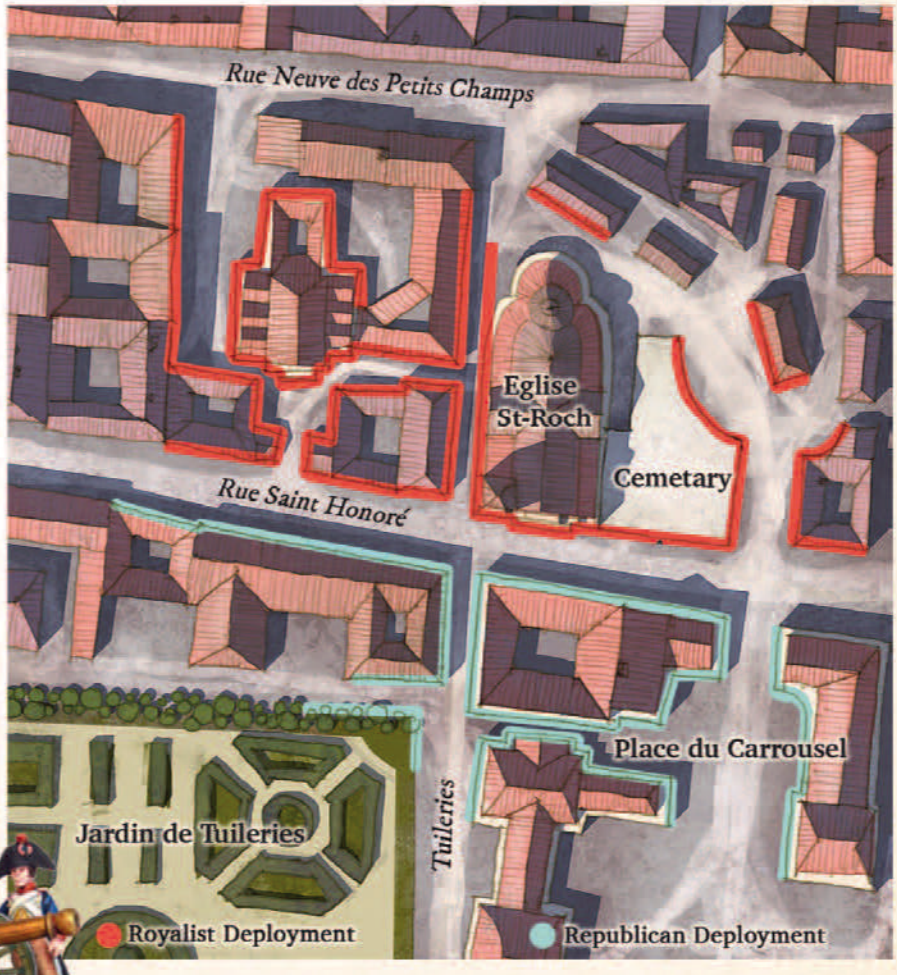
WARGAMING THE ACTION

Here, we are using roughly a 20:1 ratio for units, and artillery batteries are abstracted to single guns.

Republican

Bonaparte has inspired leadership, so he automatically raises the morale of any unit he is with by one level. He is lucky, so any shot that wounds him has to be rolled again, and if it wounds him again, only inflict the wound on a subsequent roll of 4+ on a d6.

- Murat commands the cavalry. They have high morale and good training.
- Vachot commands the reserve. He has good leadership.
- Regular infantry have good morale and good training.
- 'Patriot' infantry have average morale and poor training.
- Gun crew morale is average.



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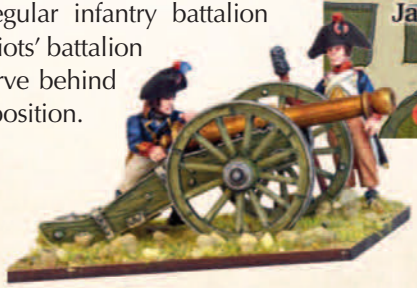


The 12th Chasseurs a Cheval, led by Joachim Murat, break up a gathering mob with the threat of a charge.

The artillery may be set up on any of the side streets on the south side of Rue Saint-Honoré. There are 7 batteries in total, with 1 gun representing a battery. Place 4 figures in each gun crew – these represent the number of guns in the battery.

Infantry

- Two regular infantry battalions, each of 25 figures
- Two 'Patriot' battalions, each of 30 figures

Horse

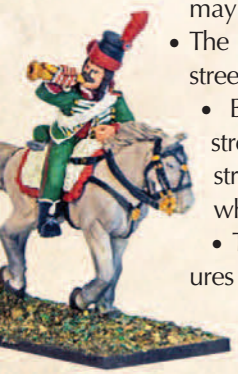
- Two squadrons of Chasseurs à Cheval, each of 8 figures

Troops may be deployed anywhere along the south side of Rue Saint-Honoré or down any of the side streets. They may be broken into companies of 5 figures each. Cavalry must be behind the front line on Place du Carrousel. All buildings provide hard cover.

Royalists

At best, the Royalist forces can be described as a well-armed mob. So, to approximate this, their forces at this point are as follows:

- Each side street on the north may hold a unit of 40 figures.
- The space between each side street can hold one 40-figure unit.
- Behind each unit in a side street is another unit of similar strength that may only advance when the way is clear.
- Three reserve units, 40 figures each, may be activated once 50% of the Republican artillery has been destroyed.



Royalist units have fewer than half their figures carrying firearms – so they fire at half-strength but carry out close combat at full-strength.

All units have high morale until they suffer casualties; then their morale drops to average. They mostly have poor training, although one unit, representing army deserters, may be average. Overall, the Royalist units' morale is fragile, so if one unit breaks then any unit beside them or behind them automatically drops to poor morale.

Units may occupy any of the buildings, but the Église Saint-Roch is the only one one of these that a unit can fire from at full effect. All other buildings containing units may only fire at half-effect.

The Église Saint-Roch provides hard cover to half the figures standing in front of it, while all other buildings provide hard cover on the north side of Rue Stanton-Honoré. The church also has a large balcony above its entrance which can allow a unit to be deployed at elevation.

The action

The Royalists are on the offensive. They move first. Their objective is to break through the Republican line and advance to Place du Carrousel and Tuileries. They will win if they have a good order unit in both of these locations and no Republican units in good order also occupy these locations.

Republicans win if the Royalists fail to occupy these locations, or, if 4 or more Royalist units have broken.

Royalists move first, but Republican Artillery fires before any other combat takes place. Artillery is only equipped with canister/grapeshot.

HISTORICAL OUTCOME

The Royalists launched several massed attack on the Republican line, but were met with canister rounds fired at close range. After 45 minutes, all the fight had been knocked out of them. The next day, Vachot and Murat made a decisive charge. The Royalist revolt was ended with a 'whiff of grapeshot' and Bonaparte has made his name. **WS&S**

The National Guard move to clear away the last of the fleeing mob. Miniatures by Skytrex and Eureka.

NAPOLEONICS

6 FOR 5 DEAL

FRONT RANK *Figurines*

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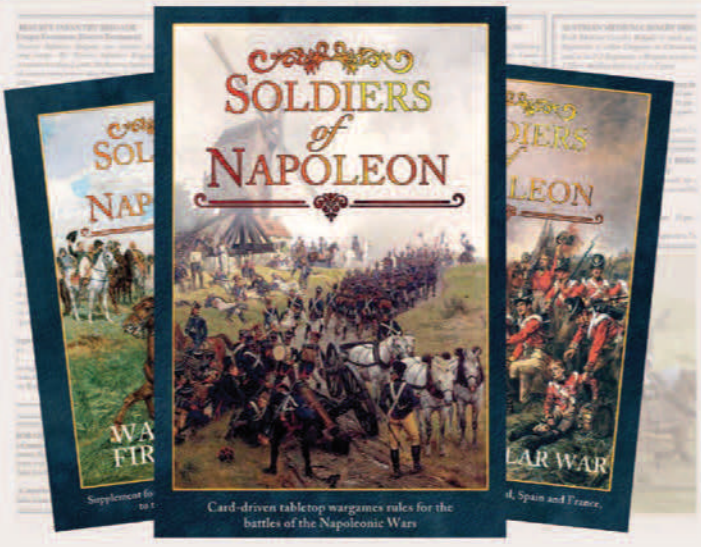

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THE BATTLE OF CALDIERO, 12 NOVEMBER 1796

NAPOLEON'S FIRST DEFEAT

The Battle of Caldeiro was a hard-fought encounter between Napoleon and Alvinczy a few days prior to Arcola. This was a battle affected by snow, sleet, and mud, and one in which the Austrian advanced guard fought stubbornly against Napoleon's attempt to crush them before reinforcements arrived.

By Rob Harper

When considering scenarios, it is important to give some thought to the time limits of the typical gaming evening, and the modest size of forces available to most wargamers. I also like to present games that give both players a fair chance of winning… so when asked to look at potential scenarios involving Napoleon during the Italian Campaign of 1796-1797, one lesser-known battle seemed to meet all the above criteria. Of added interest is that the historic result demonstrated that Napoleon was up against a very able opponent and suffered a rare setback.

Napoleon was in a very difficult position. Whilst trying to blockade an Austrian Army in Mantua, he found himself faced with the approach of two large columns from the north: one under Davidovich (18,000 men), and another under Alvinczy (28,000 men). Their plan was to unite in the vicinity of Verona (held by Napoleon), and then march to relieve Mantua. Napoleon detached Vaubois to hold Davidovich, whilst he concentrated troops in Verona under Massena, Augereau, and Dumas to work out how to deal with Alvinczy - clearly the most imminent threat.

Alvinczy halted a few miles east of Verona and sent forward a strong advanced guard under Prince Hohenzollern. After some initial skirmishing, these were deployed in the naturally strong position stretching from Caldiero to Colognola. The 8,000 men of the Austrian Advanced Guard were roughly deployed as shown on the map at right.

THE AUSTRIAN ADVANCED GUARD

Stra was defended by the 7th Banalisten Battalion, with horse artillery support. Two 12pdrs and a Hungarian battalion, as well as a Croat Grenzer battalion were to their east. Six squadrons of the Erdody Hussars, split into two units, were placed behind the hills with orders to support Stra.

Caldiero was defended by a battalion of the Callenberg regiment. Gyulai's battalion occupied the San Mattia and La Rocca Heights. Four 6pdrs were in support.

Colognola was defended by a Croat Grenzer battalion, while two 12pdrs and a further Grenzer battalion (probably supported by the Jager companies) covered the area between Colognola and Mount Zovo. Between

In this 1826 lithograph by Auguste Raffet, Napoleon is shown with his men while on campaign in Italy.

© The Anne S.K. Brown Military Collection

French artillery fire covers French troops advancing on Stra, who also meet fierce Austrian opposition.

this latter village and Lorgnan were the Colloredo battalion, two squadrons of the Wurmser Hussars, and a squadron of the Erzherzog Joseph Hussars.

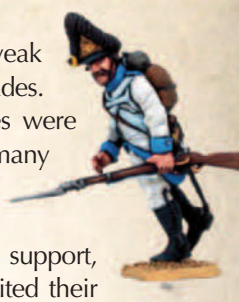
Alvinczy was deployed off the map to the east with the remainder of his forces: General Brabeck's Brigade of four battalions; Major-General Schuberz's Brigade (five battalions); and troops under the Marquis de Provera (four battalions, one Hussar squadron).

Napoleon made a very careful reconnaissance of the enemy positions and decided to use Augereau's smaller division to pin the enemy around Caldiero-Stra, while Massena would manoeuvre to his left to assault and outflank Colognola. The aim was to roll up the enemy army from the north, a manoeuvre that Napoleon adopted time and again.

Details of the forces engaged in this battle vary considerably. In total, Napoleon used around 7,000 men from Massena's Division, 4,700 from Augereau's Division, and 1,600 men from the cavalry reserve under Dumas.

Speed was of the essence, as Napoleon hoped to defeat the Austrian Advanced Guard before they could be effectively reinforced. At daybreak on 12 November, Napoleon's army was deployed as shown on the map, with the cavalry reserve arriving as soon as Augereau and Massena's Divisions moved forward.

You will see from the order of battle that Massena had around seventeen weak battalions in six Demi-Brigades, supported by a few hundred cavalry, whilst Augereau had twelve weak battalions in five Demi-Brigades. Most of these Demi-Brigades were barely above the strength of many of the Austrian battalions. Although both infantry divisions had some artillery support, the weather significantly limited their involvement. The cavalry regiments under Dumas were, like the infantry units, significantly under-strength.



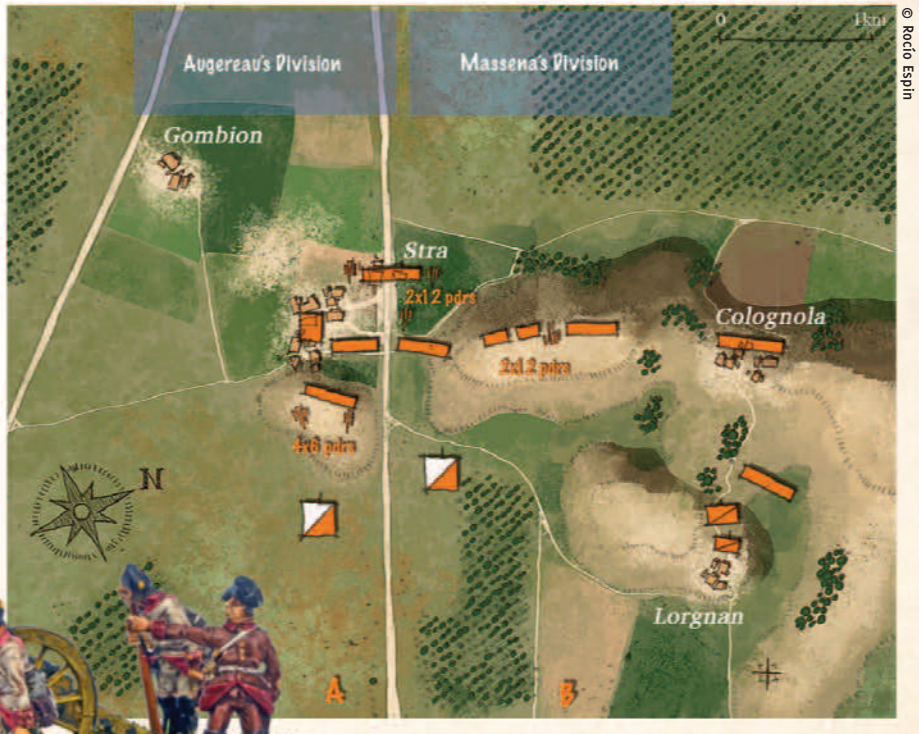
WARGAMING THE BATTLE

I tend to play games using the well-known *General de Brigade* rules, to allow for the subtlety of small-scale combat that suits this battle very well. Any rules that operate at the company and battalion level, within a brigade command structure, should be fine.

These scenarios are designed for a 1:20 ratio of figures to actual men, with 'stands' of six infantry, four cavalry, and one model gun (representing two actual guns). Approximate historic strengths involved in each engagement have also been shown to enable you to adapt to your own rules or scales.

Merging units

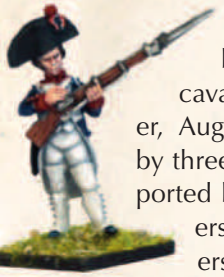
It was not uncommon for understrength units to be merged in battle, so I would suggest that the option to merge many of the French battalions is available to the French commander. About nine battalions for Massena



© Rocío Espín

and six for Augereau would be acceptable: raising the average strength of each merged battalion to around 720 men (36 figures at 1:20 scale). Both sides can also choose to merge small cavalry units of similar type. This suggestion makes it a much more manageable and playable game.

Command structure



Massena can be supported by three infantry and one cavalry subordinate commander, Augereau by two, and Dumas by three. Hohenzollern can be supported by three infantry commanders and two cavalry commanders. Brabeck, Schuberz, and Provera can each have one subordinate commander.

Unit quality

Both sides can nominate one battalion as elite; five of the Austrian reinforcement battalions are conscript. Otherwise, all units and generals should be regarded as veterans for combat purposes.

Austrian artillery

The Austrian 3pdr guns should be spread throughout the Advanced Guard infantry: two per battalion.

The Austrians had dug-in over the night of 11 to 12 November, so the artillery on the heights should be in earthworks, offering some additional protection.

Terrain effects

Both Caldiero and Colognola should be considered prepared and loopholed, each able to hold a battalion. Gombion, Stra, and Lorgnan wear tiny hamlets and offer limited cover (allow 2 companies for each). All buildings are stone-built.

Vineyards will prevent cavalry from being able to charge and will unform them for movement purposes; otherwise, they have no effect on troops. All hills are steep and offer defensive bonuses relevant to your rules. Woods or towns on lower levels do not block the line of sight for troops deployed on a higher level. The scattered woodlands prevent artillery and cavalry from passing through them; unform all formed infantry and reduce their movement by 50%. This has no effect on skirmishers.

Massena's men advance in attack column into the town of Colognola. The outlying fields slow their progress.

The Austrians attempt a counter-attack on Massena's troops holding Colognola.

Austrian formation restriction

As this is 1796, the Austrians should not, as a rule, use attack columns (if your rules allow their use when assaulting settlements then go with your rules).

Weather impact

Snow, sleet, and mud all played a part in influencing the outcome of the battle. For ease of play, roll 1 x D6 each turn. On a roll of 5-6, a sudden snow/sleet squall causes artillery movement to stop that turn; infantry on high ground, and all cavalry movement, to reduce by half; prevents cavalry from charging; and prevents infantry from firing (except from buildings or woods). Infantry can still attempt to assault by bayonet.

Number of turns

The French must have been on the move before dawn (approximately 7:00am) and sunset was around 7:00pm. If each turn represents 1 hour, this means a game length should be around 12 turns before nightfall prevents fur-

USEFUL SOURCES
Nafziger provides some of the better orders of battle for the campaign, although they are filled with some notable discrepancies, like pretty much all sources. Although the order of battle is full of errors, the most detailed overall account of the battle that is readily accessible can be found at the following link: https://bit.ly/46BDQJF

Massena encourages his men to continue their advance uphill in a desperate attempt to break the Austrian line.

ther action. On Turn 1 the French player moves first, after that roll 2 x D6 to see who has the initiative, with a +2 bonus for the French (for Napoleon's presence): the player with a higher result has the choice to take the initiative or pass it to the opponent.

Austrian reinforcements

The weather meant the Austrian reinforcements only contributed men between 3:00pm and 4:00pm. This would mean they might begin arriving on the eastern map edge between points A and B from turn 6 (12:00 noon) as follows:

	Turn 6	Turn 7	Turn 8	Turn 9
Brigade Brabeck with CinC	1-2	1-4	1-5	auto.
Brigade Schuberz	1-2	1-4	1-5	auto.
Provera's Column	1	1-2	1-5	auto.

** Roll required on a D6 to arrive that turn*

VICTORY CONDITIONS

The French need to inflict significant damage on the Austrians to claim victory, so at least half of the Advanced Guard should be retreating or routing, and overall casualties should be at least 50% worse than the French by the end of the play.

OPPOSING ARMIES

There are significant discrepancies in accounts of the battle, probably because it was one Napoleon may have wished to forget! I have tried to balance out the anomalies and give sufficient detail to enable you to adapt the troop numbers to your rules.

French forces

Commander in Chief: General Napoleon Bonaparte

Note: Demi-Brigades are each of 3 battalions unless otherwise stated.

Division Massena

Divisional Infantry, 17 battalions (6,400 men): 18th Light Demi-Brigade; 18th Line Demi-Brigade; 32nd Line Demi-Brigade; 75th Line Demi-Brigade; 14th Line Demi-Brigade; 11th Light Demi-Brigade (2 battalions). Foot Artillery (8 guns).

Divisional Cavalry (600 men): Light cavalry: 7th Hussars, 22nd Chasseurs. Medium Cavalry: 5th Dragoons, 15th Dragoons. Horse Artillery (4 guns).

The Austrians frustrate Massena's attempts to gain the heights. The French forces have no choice but to fall back.

As more Austrian reinforcements arrive by the minute, Augureau goes on the defence. The battle is almost over.

Division Augereau
Divisional Infantry, 12 battalions (4,700 men): 5th Light Demi-Brigade (2 battalions); 12th Light D-B (1 battalion); 51st Line Demi-Brigade; 4th Line Demi-Brigade; 40th Line Demi-Brigade. Foot Artillery (8 guns)

Cavalry reserve of divisional General Dumas
(1,600 men): Light: 1st Hussars, 22nd Chasseurs, 24th Chasseurs, 25th Chasseurs. Medium: 8th Dragoons, 18th Dragoons, 20th Dragoons. Heavy: 1st Cavalry, 5th Cavalry. Horse Artillery (4 guns).

Austrian forces

Commander in Chief: Field Marshal Baron Alvinczy

Advanced guard: Prince Hohenzollern
Advanced Guard Infantry, (6,400 men): Gyulai Regiment (1 battalion); Croat Banalisten Regiment (2 battalions); Combined Hungarian Battalion (1 battalion); Callenberg regiment (1 battalion); 2nd Banal Grenz Infantry Regiment (1 battalion); Colloredo Infantry Regiment (1 battalion); 7th Karlstadter Banalisten (1 battalion); Jagers (2 companies).

Advanced Guard Foot Artillery: 4 x 12 pounders, 4 x 6 pounders, 16 x 3 pounders

Advanced Guard Cavalry (1,600 men): Erdody Hussars 6 squadrons; Wurmser Hussars 2 squadrons; Erzherzog Joseph Hussars 1 squadron. Horse Artillery: 2 x 6 pounders

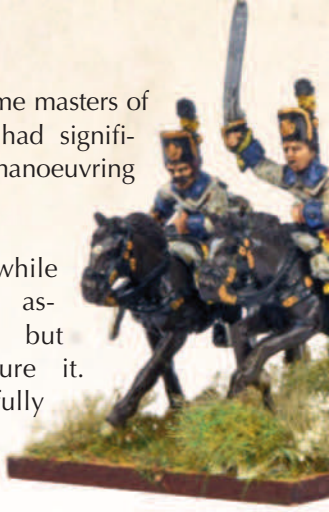
Reinforcements
Commander in Chief Alvinczy, with Brigade Brabeck 4 Battalions (4,000 men).

Brigade Schuberz: 5 Battalions (5,000 men).

Column Provera: Spleny infantry regiment (2 battalions); 2 light companies; 1 squadron hussars (3,500 men).

HISTORIC OUTCOME

The French advanced in accordance with Napoleon's orders, with Massena taking flanking fire as he manoeuvred to assault Colognola. After hard fighting, interrupted by periodic snow storms and torrents of rain and sleet, the French became masters of Colognola, but had significant problems manoeuvring their artillery.



Augereau meanwhile made repeated assaults on Stra, but failed to capture it. While successfully pinning enemy units, which in time extended his line to the Adige River (just off the south edge of the map), Erdody Hussars attempted to hold him back.

Moving up onto the heights, the weather was slowing Massena's progress and demoralising his men, just as Alvinczy's reinforcements began to arrive. Between 5:00pm and 6:00pm, they clashed with Massena's troops, throwing them back on Colognola, before French units subsequently began to rout. Aware of Massena's setback, Augereau was forced to provide a covering screen as the French withdrew to Verona, having suffered around 1,800 losses to Austria's 1,200.

A strong Austrian resistance combined with poor weather contributed to the French defeat. Bonaparte devised a new strategy and met the Austrians again at the Battle of Arcole a few days later. **WS&S**

Augureau's forces covers Massena's withdrawal from the heights as the battle comes to a bloody end.

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NAPOLEON AND THE BATTLE OF ARCOLA, NOVEMBER 1796

CROSSING THE ALPONE

After the French setback at Caldiero, and news that Vaubois was struggling against Davidovich's advance, many generals would have given up the siege of Mantua. The 27-year-old Napoleon, however, decided to rapidly redeploy his limited forces, calling up whatever small units he could find to launch a sudden assault from a completely new direction.

By Rob Harper

Overnight, Napoleon moved most of his troops to Ronco, leaving enough men to hold Verona for the time being. From Ronco, he planned a fast strike up the west bank of the Alpone, across the bridge at Arcola, to launch an attack on Alvinczy's line of communications around Villanova. The aim was to force Alvinczy to pull back from Verona, and hopefully cause sufficient losses to make him abandon his plans of uniting with Davidovich.

The French faced enormous risks, and the advance on Arcola was along an exposed causeway, little more than the width of the road. Although this was considered essential, a covering force would have to advance to Porcile to cover the western flank of the main thrust along an equally exposed route.

On 15 November, troops under Augereau's command marched along the narrow causeway through the marshes toward Arcola, while Massena was tasked with covering the west flank of the army around Porcile.

These scenarios are designed for a 1:20 ratio of figures to actual men, with 'stands' of six infantry, four cavalry, and one model gun (representing two actual guns). Approximate historic strengths involved in each engagement have also been shown to enable you to adapt to your own rues or scales.

SCENARIO 1: The first assault

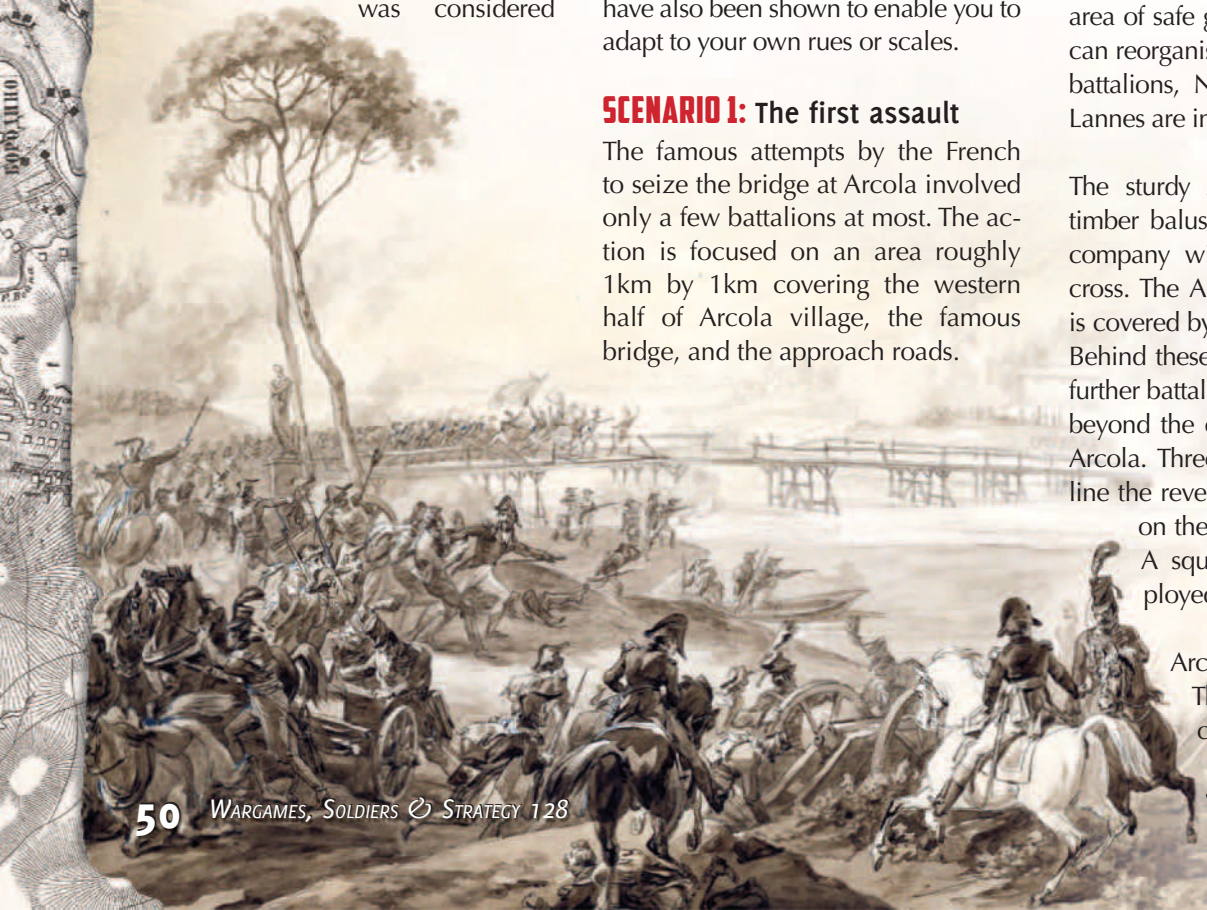
The famous attempts by the French to seize the bridge at Arcola involved only a few battalions at most. The action is focused on an area roughly 1km by 1km covering the western half of Arcola village, the famous bridge, and the approach roads.

Terrain

The landscape around Arcola is flat, except for raised causeways on either side of the Alpone River. Most wargamers' battalions are based in company widths. That will be the maximum allowed for movement along the causeways. Any troops moving along the hidden bank alongside the marsh will be unformed and move at ¼ speed. Troops on the causeways will be exposed to the enemy. There is an area of safe ground, where the French can reorganise their troops (where two battalions, Napoleon, Augereau, and Lannes are initially deployed).

The sturdy Arcola Bridge had light timber balustrading and units can be company width when attempting to cross. The Austrian end of the bridge is covered by rudimentary earthworks. Behind these are two 3pdr guns. Four further battalion guns can be deployed beyond the culvert or on the edge of Arcola. Three Grenzer battalions will line the reverse bank of the causeway on the Austrian side of the river. A squadron of uhlans are deployed within the village.

Arcola is a stone-built village. The Alpone can only be crossed at the bridge, al-



Drawing by Pierre Martinet depicting the famous 1796 Battle of Arcola.

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The French make a first assault on the bridge across the Alpone river. Beyond lies the town of Arcola.

though the culvert to its east should be regarded as a stream. Light woodlands are dispersed around the village.

Troops involved

Austrian Forces: All veterans.
CinC General Brigido. Three Grenzer Battalions, each around 1,000 strong, supported by six 3pdr battalion guns; one squadron of Uhlans 100 strong.

French Forces: All veteran.
CinC Napoleon; Divisional General Augereau; Brigade General Lannes. Three Battalions of the 4th Demi-Brigade (2,000 men); three Battalions of the 51st Demi-Brigade: (2,000 men), one off map that can move up when room allows.

Special rules

Although Grenzer battalions were considered light troops, and could fight as irregulars in a broken landscape, for this scenario only one company in each battalion can disperse in cover. The battalions should otherwise act as regular Austrian troops (fighting in line and manoeuvring in column of march).

Prior to an assault on the bridge, French units must first form up on the exposed ground to its immediate west. Any attempt to rush from cover will mean they attack unformed. Each battalion within the Demi-Brigade included an 'elite' company of grenadiers. These can be grouped to either head a column assaulting the bridge or be formed up as an independent unit for an assault (one company per battalion).

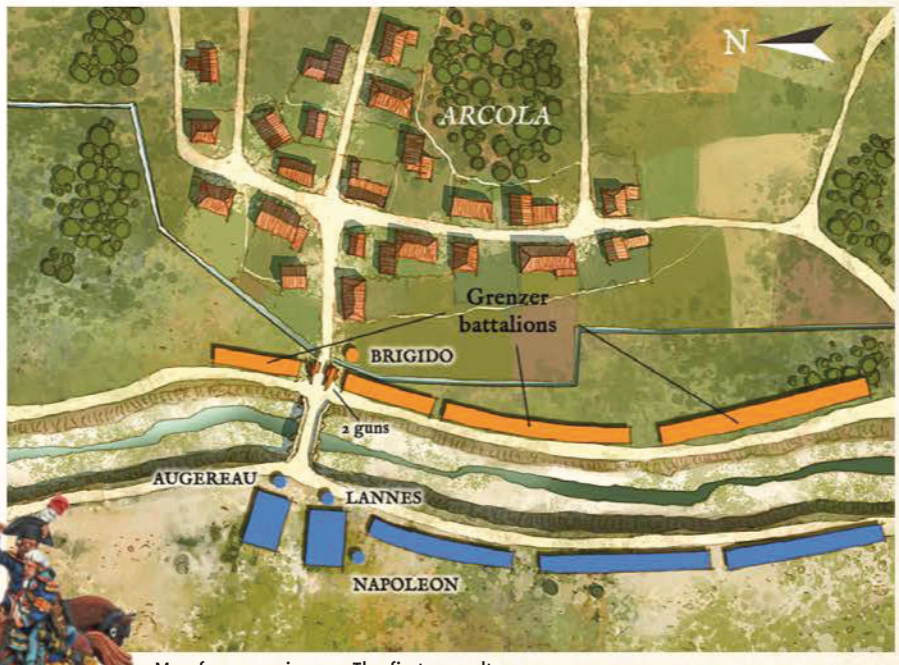
If the French manage to engage the enemy in melee on the bridge, the first three companies of a column count as engaged: the defender only includes companies in base-to-base contact (including to each flank if applicable). A column approaching the bridge, or engaging in melee, will be regarded as *supported* by companies to their rear, even from companies within its own battalion.

Additional zeal can be added to attacks by involving Augereau, Napoleon, and/or Lannes. However, they are wounded on a separate roll of '6' on a D6 if fired on in the open or engaged in melee, and removed from the game. If Napoleon is removed the game ends. If Augereau or Lannes, all French units within 15cm take an immediate morale test. They should, however, have the potential to give a significant boost to morale and melee factors when directly involved, in accordance with your own rule systems (e.g. +2 for Napoleon, +1 for Lannes or Augereau).

If a French unit of battalion size manages to cross the bridge, all Austrian units take an immediate morale test. This may happen on more than one occasion.

Victory conditions

The French can launch as many assaults as they wish until they suffer losses of 33% of their forces. They win as soon as they are able to move two battalions into Arcola, both over half strength, and with the bridge under their control. All other results are



Map for scenario one: The first assault.

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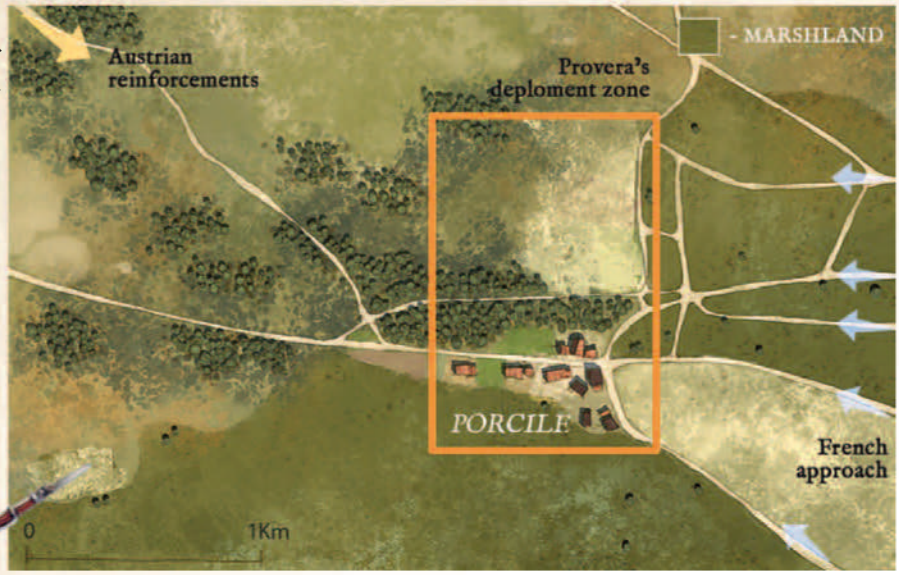


Map for scenario two: Capture Porcile.

an Austrian victory. No timescale is placed on this scenario.

Historical note

The image of Napoleon holding a flag on the bridge at Arcola is a myth. Both he and Augereau carried flags, but neither got near the bridge, and Napoleon was rescued from the nearby marshes by his troops. The French forces withdrew to Ronco that night.

SCENARIO 2: Capture Porcile

This game is best played as a Brigade level game using rules such as General de Brigade. The subtlety of company and battalion level manoeuvres may be key to victory. The game length will be 16 turns.

Provera was initially deployed further east but had fallen back to Porcile as Massena pushed forward. He deploys his forces within the area indicated. In Turn One, the French player is the first to move, at which point Massena moves his six battalions along the causeways from the eastern map edge.

Terrain

No units can move in the marshland. Rough terrain and woodland unforms troops and causes them to move at half speed (artillery prohibited). The settlement is stone built.

Troops involved

Unless otherwise noted, all generals and troops are veteran.

Austrian Forces: General Provera: Three Line Battalions each 1,200 strong (One is conscript, the others 2nd class line); 2 squadrons of dragoons and 1 squadron of uhlans (300 men). Foot Artillery: 6 medium guns.

Reinforcements: Arrive turn 6 at north-western corner of map. Brigade General and three Line Battalions (3,000 men). One battalion is conscript, the others are 2nd class line.

French Forces: Divisional General Massena: Brigade General Rampon: 3 Battalions (2,000 men); Brigade General Gardanne: 3 Battalions (2,000 men).

Special rules

Massena was an exceptional commander. This should mean orders to all battalions are deemed to be immediate for game purposes without the need for die rolls, and the French should have a +2 for initiative rolls. Austrian troops will be restricted to column of march or line and have no skirmishers. A company from each French battalion can skirmish. The French player can optionally form an elite battalion of grenadier companies (600 strong), by removing these troops from the remaining units. French units in square can move at ¼ speed.

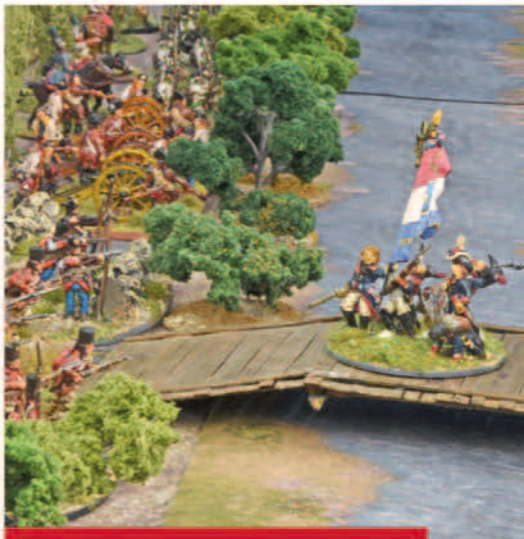
Victory conditions

Massena is required to seize and hold Porcile and be in control of the settlement at nightfall. He must also avoid the loss of over 33% of his forces.

Historical note

Massena pushed Provera out of Porcile and held the settlement. He pulled back to Ronco overnight when ordered to do so.

Massena advances his columns of French infantry on the town of Porcile. Will they meet resistance along the way?



Napoleon leads the charge across the Alpone.

THE 16TH OF NOVEMBER

On the 16th, Augereau and Massena largely repeated their actions of the previous day. New Austrian troops had reinforced Arcola, under Mittrowski, and Provera was now acting as the army's rearguard as Austrians towards Verona began pulling back on Villanova.

SCENARIO 3: The final assault

Napoleon threw a temporary bridge over the river (south of the map). French reinforcements pushed their strength up to around 20,000, most placed under Augereau's command. Napoleon planned to use at least half of these to cross over at the new bridge and assault Arcola from the south, while Massena sent troops up the west bank to attack Arcola and a Demi-Brigade to hold Provera off towards Porcile.

Terrain

Most of the terrain is as already described. Light woods in this scenario only reduce movement by 50%, dense woods additionally unform troops and are prohibited to cavalry and artillery.

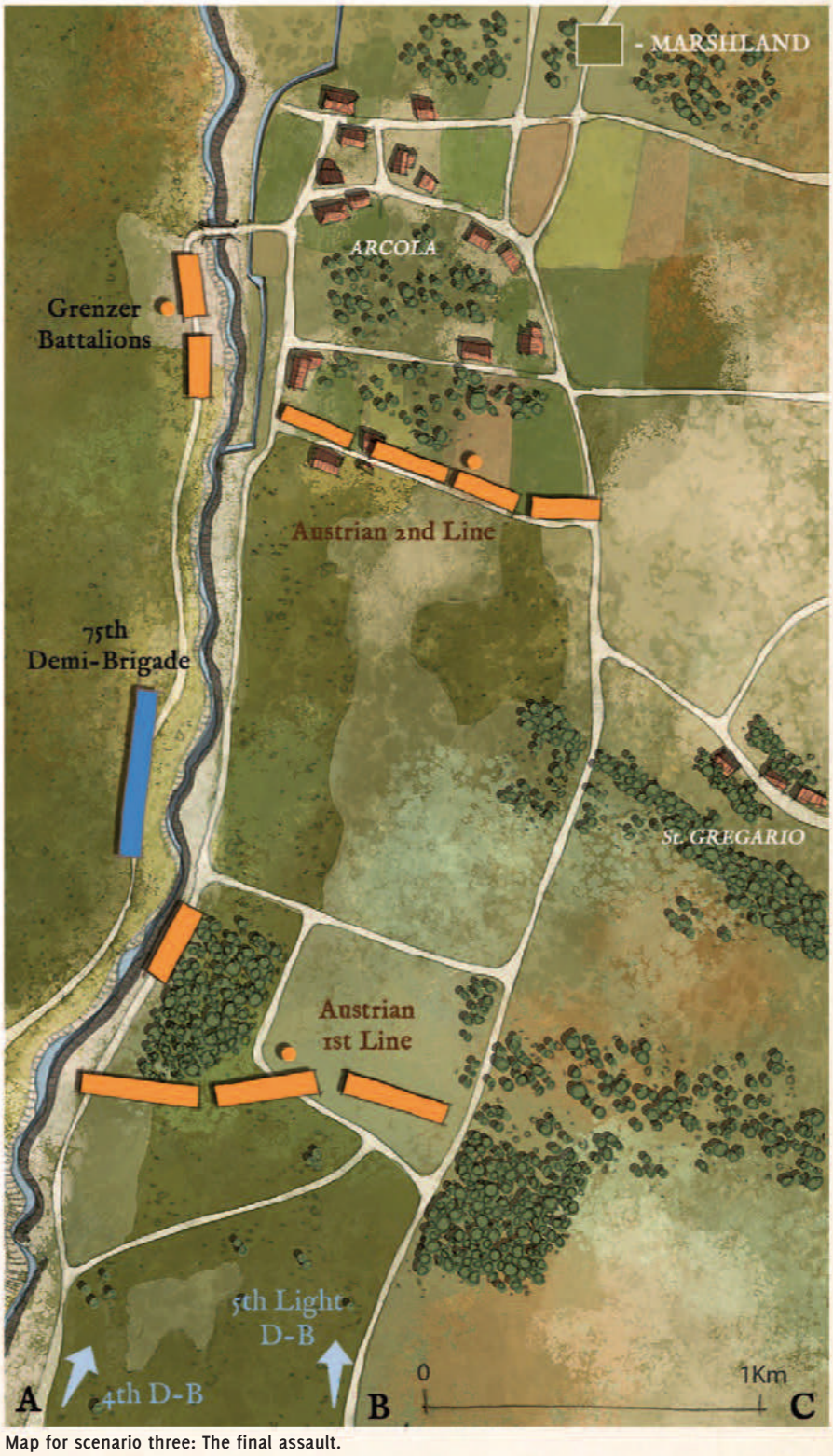
Troops involved

As with all the scenarios, the order of battle had been simplified for playability, and only units known to have been involved have been included. As Austrian morale was at a low ebb, this is reflected in the lower quality of many of the troops. Five Austrian battalions should be rated conscript, three second-class line, and the rest of the army veteran. All of the French army is veteran. Each French Demi-Brigade is of three battalions and is commanded by a General.

Austrian Forces: Austrian 1st Line: Brigade General with two Grenzer battalions (1,200), two regular battalions (2,000), eight 3pdr battalion guns. Austrian 2nd Line: CinC and Brigade General with five Grenzer battalions (4,000); two squadrons of uhlans (200); ten 3pdr guns. Troops west of the River Alpone: Brigade General with two Grenzer battalions (2,000).

French Forces: CinC Napoleon. Place anywhere at French player's choice.

General of Division Augereau with 4th Demi-Brigade (2,000); 5th Light Demi-Brigade (2,000); foot artillery, six medium guns. These troops



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Map for scenario three: The final assault.

The Austrians bring up reinforcements to buffer their defences against the French advance across the Alpone into Arcole.

enter at Points A and B on Turn 1. General Massena with 75th Demi-Brigade (2,000) and concealed 32nd Demi-Brigade (2,000).

Reinforcements: Turn 3: Guyeux with 12th Demi-Brigade (2,000) and one battery of six medium guns: point A or B on map. Turn 6: General Vial and one battalion (800): Point C on map. Turn 8: 51st Demi-Brigade (2,000) and one battery of six medium guns: Point A or B on map.

***Note:** the 40th Demi-Brigade (2,000 men), in Massena's command, could be moved across the new bridge to support Augereau if the French are still not beyond St Gregario and can appear on Turn 10 at point A. The French kept their cavalry in reserve and uninvolved as the terrain was not especially suitable for their use.*

Special rules

The game will last 20 turns unless victory is achieved earlier. The French player will move first in turn one and subsequently have a +2 to their initiative die roll each turn. Austrian infantry can only fight in line and move in column of march, with the exception that one company from each Grenzer battalion can be deployed in cover to act as dispersed irregular infantry, but not in front of their battalions as conventional skirmishers.

Ambush: West of the Alpone, Massena had instructed the 75th Demi-Brigade to make a feint on the Arcola bridge and then retreat along the causeway. The aim was to draw the Grenzer battalions into a prepared ambush further south where the 32nd Demi-Brigade was concealed in scrub alongside the causeway. Only 1 of Massena's battalions is visible west of the Alpone, the rest are marked off map by the French player no further north than the visible battalion. The two Grenzer battalions are ordered to head south along the causeway, chasing the 75th Demi-Brigade at least at half speed. Each turn they roll 1 x D6: on a roll of '6' they spot the ambush and can act as they wish. If they fail to spot the ambush, they are subjected to point blank fire from the flank as and when the French player chooses

Flank Alarm: Napoleon used his escort of guides, with four buglers, for a planned ruse. They were sent over the new bridge, around the eastern flank of the enemy's 1st Line. They were ordered to make as much noise as possible to make the enemy believe a large-scale assault was imminent. To simulate this, from Turn 6 the French player (or umpire) announces that a charge is imminent from the east of the 1st Line and all Austrians in this brigade must take an immediate morale test. This only happens once, and only if the 1st Line is still south of St Gregario.

Victory conditions

The French win if any of the following occur. All other results are an Austrian victory:

1. Two formed French battalions enter Arcola.
2. They inflict 33% losses on the Austrians (including units routing off the table) with no more than 25% French losses.
3. Six Austrian units are retreating or routing as a result of adverse morale checks, or two brigades are broken.

HISTORICAL OUTCOME

Both Massena's ambush and the ruse by Napoleon's guides worked. By nightfall, Arcola was in French hands, Austrian morale was broken, and Napoleon had achieved his objective of forcing Alvinczy's withdrawal. **WS&S**

There weren't many cavalry in Italy, so cavalry battles would have been rare... but it sure looks cool!

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COLLECTING ARMIES OF THE REVOLUTION

THE RISE OF NAPOLEON

The *Révolution française* shook the world. The French executed their king and established a Republic, tearing up the old autocratic order that had governed European nations since the fall of the Roman Empire. The new Republic was viewed as a dangerous pariah, and a coalition of European states came together to defeat this radical menace and douse the fires of revolution.

By Guy Bowers

The First Coalition failed to destroy France, if anything it was left stronger and more emboldened. The new Revolutionary armies were inspired by Nationalist fervour and beat the armies of the old powers of Austria, Britian, Prussia, and later Russia time and again. Many minor states were also involved. Moreover, it set the stage for one man to rise to power in France. With guile, charisma, and force, Napoleon became First Consul and was then crowned Emperor.

This review looks at suitable models for the French Revolutionary armies and its enemies. What follows is a brief guide to the models available. As usual, space and time prohibits us from covering every single manufacturer, and we are using what has been kindly supplied in time for our deadline. We have included the Magister Militum range, as we understand this is changing hands and will be back in production. I also wanted to include Kozak miniatures and other 3D sculptors, but this was not possible this time. Both Eagle and Pendraken were unable to get us samples in time, so do check out their ranges. The ranges are classified as follows: Basic: basic infantry only; Standard: has the essential infantry and command; Comprehensive: as Standard, but with support and other options; and Complete: you would have to think hard to come up with units they do not have. **WS&S**

A French infantryman in a Revolutionary uniform, ca. 1796. Aquatint by Gustav Kraus. © The Anne S.K. Brown Military Collection

Bicorne 28mm

Range: Comprehensive
Size: 27mm 'foot to eye' or 31mm tall
Price: £1.25 per infantry casting

The Connoisseur and Bicorne ranges include infantry, cavalry, and artillery. Their bicorne French and Austrians in helmets are suitable for the later Italian campaigns.

Brigade Games 28mm

Range: Complete
Size: 28mm 'foot to eye' or 32-34mm tall in hat; cavalry are 46mm tall
Price: $12.00 for six infantry, $16.50 for three cavalry

Brigade Games has a large range of cavalry and bicorned infantry and artillery suitable for the Revolutionary period. They also have specialist packs, such as French in Egypt and navy crew.

CP Models 28mm

Range: Basic
Size: 28mm 'foot to eye' or 32-34mm tall in hat
Price: £12.00 for five generals, £3.00 individually

CP Models has a set of Revolutionary French generals in 28mm. They include Kellerman, Kleiber, Adam Phillipe, Desaix, and, of course, a young Napoleon.

Eureka 28mm

Range: Complete (French)
Size: 27mm 'foot to eye' or 33mm tall; cavalry are 45mm tall
Price: AU $2.95 per miniature, AU $6.00 for cavalry

Eureka has an excellent Revolutionary range, including French cavalry, artillery, and infantry in casque/tarleton, and bicorne. These include Napoleon at Arcola (as seen on our front cover).

Foundry 28mm

Range: Comprehensive
Size: 27mm 'foot to eye' or 30mm tall; cavalry are 42mm tall
Price: £12.00 for eight infantry or three cavalry

Foundry has a dedicated revolution range, plus their comprehensive early French (20 packs, including infantry in tarleton or bicorne), early Austrian (16 packs), and Prussian (8 packs) ranges.

Skytrex 28mm

Range: Complete (French)
Size: 28mm 'foot to eye' or 30mm tall; cavalry are 44mm tall
Price: £45.00 for 24 infantry or £14.00 for three cavalry

Skytrex has recently bought Emperor Toad, which has a good range covering both the French, the Vendee rebels, and the nations of Britain, Austria, Prussia, Holland, Sardinia, and the Swiss Guard.

Irregular 30mm

Range: Standard
Size: 28mm 'foot to eye' or 33mm tall in bicorne, Cavalry stand 47mm to top of hat
Price: £1.38 per model

Irregular miniatures have just released a range of Revolutionary infantry in 30mm. They also have some useful miniatures in 28mm.

Trent 28mm

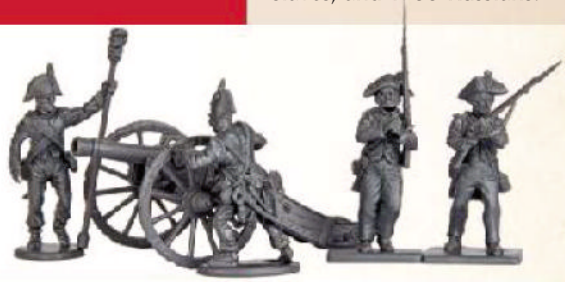
Range: Comprehensive (French)
Size: 29mm 'foot to eye' or 31mm tall; cavalry are 44mm tall
Price: £18.00 for eight infantry or three cavalry

Trent specializes in the French Revolutionary campaigns in Ireland, Italy, and the Caribbean. Their range includes French, British, Irish, Austrian, revolting slaves, and 1799 Russians.

Magister Militum 28mm

Range: Good (French)
Size: 26.5mm 'foot to eye' or 31mm tall in bicorne
Price: £1.25 per model

Magister Militum has a good range of Revolutionary French infantry in bicorne or tarleton, including a female drummer. In addition, they have some scenery.



Victrix 28mm

Range: Standard
Size: 28mm 'foot to eye' or 31mm tall
Price: £27.00 for sixty miniatures, £30.00 for three guns and crew

The Victrix plastic 1804–1809 French infantry and French Napoleonic Artillery could serve as earlier Revolutionary forces. The Austrian grenadiers are also suitable for this period.

Perry Miniatures 28mm

Range: Complete (Egypt)
Size: 27.5mm 'foot to eye' or 31mm tall; cavalry are 44mm tall
Price: £8.00 for six infantry, £22.00 for 14 plastic hussars

The Perrys have an excellent Napoleon in Egypt range, some of which can be used for earlier battles. Their ranges now include Ottomans and British suitable for the period.

Victorious Miniatures 28mm

Range: Comprehensive (British)
Size: 28mm 'foot to eye' or 32mm tall
Price: £6.00 for four miniatures

Victorious miniatures has a good range of British suitable for the 1793–1795 and 1798–1799 campaigns in Holland. It includes infantry, cavalry, and artillery. A range of French has been started.

Minifigs 25mm and 15mm

Range: Comprehensive
Size: (25mm) 23.5mm 'foot to eye' or 28mm tall
Price: £1.75 per casting (25mm) or £4.55 for six (15mm)

Minifigs has a traditional range of bicorne French and Austrians suitable for the Italian campaigns in both 15mm and 25mm. These include infantry, artillery, and cavalry.

Lancashire 15mm

Range: Comprehensive (French)
Size: 15mm 'foot to eye' or 17.5mm tall; cavalry are 26mm tall
Price: £3.75 for a pack of eight infantry or four cavalry

Lancashire Games has a specific French Revolution range, aside from their standard Napoleonic range. This includes French, Austrian, Prussian, and Vendée.

Essex 15mm

Range: Comprehensive (French)
Size: 15mm 'foot to eye' or 18mm tall; cavalry are 27mm tall
Price: £4.50 for eight foot or four cavalry

Essex has bicorne French as part of their large Napoleonic range. It covers infantry, artillery, and cavalry. There are also some Austrians, who would be suitable for the later Italian campaign.

Magister Militum 15/10mm

Range: Comprehensive
Size: (15mm) 16mm 'foot to eye' or 18mm tall
Price: £6.30 for 36 infantry (15mm) or £3.00 for a pack of 8 infantry (10mm)

Magister Militum has a good range of French Revolution models in 15mm and 10mm. These include infantry, cavalry, and artillery, as well as several useful extras, such as buildings and wagons.

Eureka 15mm

Range: Comprehensive
Size: 27mm 'foot to eye' or 30mm tall; cavalry are 41mm tall
Price: £0.80 per miniature, £1.50 for cavalry

Eureka has the excellent AB French Revolution and Napoleonics range. For the early period, this includes French cavalry, artillery, and infantry in bicorne.

Old Glory 15mm

Range: Good
Size: 17mm 'foot to eye' or 20mm tall
Price: £5.00 for a pack of twelve infantry

Old Glory UK stocks Blue Moon Manufacturing's French Napoleonics. The bicorne French are suitable for the Revolutionary period. The range includes infantry, cavalry, and artillery.

Irregular 15mm

Range: Standard
Size: 15mm 'foot to eye' or 17.5mm tall
Price: £0.44 per model

The Irregular 15mm Revolutionary range consists of infantry in bicornes, plus Irish rebels. Other useful models can be found in their Napoleonic range.

Irregular Miniatures 6mm

Range: Comprehensive
Size: 6mm tall
Price: £0.44 for a strip of 6 infantry, £0.88 for a strip of 4 cavalry

Irregular has a large range of Napoleonics, which covers the Revolutionary period. These include not only infantry, cavalry, and artillery, but also include useful extras, such as scenery pieces.

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DEPICTING THE CROSSING OF THE ALPONE

NAPOLEON AT ARCOLA

Without doubt, Napoleon Bonaparte is one of the most recognisable figures in the historical wargaming world. He is often studied by military historians, but also well known to the general public. His achievements were remarkable, inspiring over a hundred biographies of his life and military career. He has also been portrayed in dozens of films and TV series.

By Alberto Mateas Jurado

The big question for me was how to successfully portray such an important figure on the front cover of the magazine. A scene with just French Revolutionary infantry or cavalry by themselves simply wouldn't do. The front cover needed to be iconic, and include the great man himself. Napoleon needed to appear in miniature, and he needed to be front and centre.

Looking around, I first considered a command scene with Napoleon and his aides de camp. But I rejected this idea as it was a little too static. Ideally, we wanted motion. There were several times in his early career when Napoleon put his reputation and his life on the line. At Toulon in 1793, he led his troops forward and scaled Fort Mulgrave, capturing it. On the 13 Vendémiaire, 1795, he successfully turned a Royalist mob from attacking the Tuileries Palace with cannon and grapeshot. At Arcola in 1796, he (supposedly) grabbed the standard of his reluctant troops and led them across a bridge to attack the town. There are two famous paintings depicting this scene, *La Bataille du Pont d'Arcole* by Horace Vernet and Bonaparte at the Pont d'Arcole by Antoine-Jean Gros.

In their Revolutionary Wars range, Eureka Miniatures has two suitable Napoleon models, one with him aiming a cannon and one showing him leading the charge at Arcola. While a row of cannon model would have been good, it would not have been so clear that it was Napoleon himself aiming the cannon. So, I settled on Arcola, with Vernet and Gros' paintings as my guide. The next issue was what flag I would use, as a different flag seems to be shown in each depiction. I opted for the flag of the 4th Demi-Brigade, one of the major units that took part in the fighting.

Eureka Miniatures kindly provided Napoleon, the French infantry, and the casualties. Flags of War sent me the flags I needed. While Eureka do make a suitable bridge model as well, I decided to fashion my own. This allowed me to make the bridge larger, and made it easier for me to add my own touches, such as damage from the bitter fighting.

There was a bit of delay in receiving the models from Australia and the flags from the UK; I live in Spain and the customs can often be slow. However, the miniatures arrived in good time. The flags were a bit slower than I would have liked, but they did show up in the nick of time.

I always enjoy making dioramas for the cover of *Wargames, Soldiers and Strategy*. I hope you enjoy the results of this one - I certainly had fun creating it. **WS&S**

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Max McDougall

THE IRREGULAR

TO 3D OR NOT TO 3D

I initially read David Hiscocks irregular article with a feeling of hopefulness. After seeing the title "The 3D printing revolution" in the issue's table of contents, I had hoped for a full-bodied discussion about 3D printed figures. Although David has some excellent points, and I encourage you, dear reader, to return to issue 126 and read his article, it is missing something. The article focuses on the benefits of 3D printing to the miniature wargaming hobby. It extolls how gamers have shifted, in groups, to using 3D printing to collect full armies. While this is certainly truthful, and the article mentions all of the good points about 3D printing, it does not cover the potential negatives of bringing a 3D printer into a home space.

First, to provide context. I own and operate McDougall Designs LLC, an independent retailer and 3D printing service. I have been printing for hobbyists as a business for 3 years now. Full disclosure – for a significant chunk of those 3 years, my printers have been inoperative due to a variety of personal and business factors.

There are two main types of 3D printers in use by hobbyists. Resin printers and FDM (Filament deposition modeling) printers. Resin printers have a vat of liquid resin that sits on an LCD screen and selectively solidifies the liquid resin with light based on the files you print, layer by layer, upside down. FDM printers heat a strand of plastic up and extrude that heated material through a nozzle, printing upwards from a bed-plate. FDM machines are mostly used for terrain whereas resin printers are used primarily for miniatures, due to the much higher detail possible with these machines.

Both types can create wargaming items at a price that is low compared to plastic options available through traditional manufacturing methods. Resin can start as low as $25 USD per 1 KG bottle. One bottle, depending on usage, can pump out over 100 28mm figures. Similarly, a veritable table of terrain can be made from a single spool of filament, which is also inexpensive.

The cost savings can be extremely attractive, especially with regular price rises from many of the major manufacturers. The allure of these savings belies the cost of associated safety equipment AND the expansive amount of time needed to properly learn how to use them. That is not to say that you could not start printing in a few hours after acquiring a new machine, but there is trial and error to getting the machine's settings dialed in.

Resin 3D printing to create figures, as a process, has multiple stages:

1. Setting up files.
2. Filling the resin tank and doing any other maintenance to prepare the printer.
3. The printer actively prints your miniature files.
4. The cleaning stage to remove excess resin from the newly created figures.
5. Curing and drying the prints.
6. Inspection of the printer and associated parts for potential issues.

Whereas 3D printing has many benefits, it comes at the cost of a large amount of trial and error, AND maintenance work. 3D printers, while being relatively simple machines, can be finicky. They work best in an enclosure where you can monitor and adjust variables such as temperature and account for others like humidity. This can be a bespoke piece, custom-built by a company or cobbled together by a hobbyist with non-purpose-built parts. A common example of an ad-hoc enclosure is using an indoor grow tent for plants, combined with vent tubing, a fan, and a carbon air filter.

Even when encapsulated in an enclosure, you must be mindful of your geographic area, and the environmental factors of the place in which you are printing. If you are pumping air into the enclosure during a rainstorm, you are going to have higher humidity, which, when you are cycling it into an enclosed environment housing electronics, can spell a bad time. At minimum, it can create printing issues and failures. At worst, you can damage your printers' electronic components.

Another thing the original article does not mention is the safety concerns around 3D printing. When you buy a resin 3D printer (and, to a lesser extent, FDM

printers) you are dealing with miniaturized industrial processes. Liquid resin is stable. However, as the printing process occurs your printer will off-gas VOCs – Volatile organic compounds (FDM printers do this as well, just not as heavily as liquid resin printers.)

These vapors can be carcinogenic, and another reason to have your printer in an enclosure vented to the outside world. That venting system should, as mentioned previously, have a carbon-based filter, and it is best to have an additional air-filtration system in the workroom you house your printers in, just in case. This is double true if you have your printer set up in a living environment. Frankly, a 3D printing workroom should be separated from living quarters if at all possible to minimize potential exposure to VOCs. There is a reason 3D printing resins have a safety-data-sheet...

Personal protective equipment is also important. Good quality nitrile gloves, such as 8mm thick lab-grade gloves, are a must. They are the first line of defense against liquid resin getting on your hands while handling prints during the cleaning stage. A basic paper mask is ok, but an air-filtration mask with replaceable filter cartridges (such as those used by commercial painters) would be better.

Alcohol is an ubiquitous cleaning agent when working with resin 3d printers, and rightly so. It is the best solvent to clean excess resin off your printed figures. Water will not remove excess liquid resin from your prints after printing on its own, and is mainly used as a secondary bath to help the hobbyist operator remove a miniature from support structures. After use in cleaning, the resin-containing alcohol (and the secondary water bath) should be disposed of properly. A prospective printing hobbyist should familiarize themselves with local regulations regarding hazardous waste disposal. It is a bad idea for multiple reasons to dump resin-containing alcohol (or resin-tainted water) down your kitchen sink, for instance.

The cost of protective materials adds up, and should be a factor to keep in mind when you consider starting 3D printing. I see so many articles online where startup costs are assumed to be the printer + resin + some basic supplies. Even a discounted printer at some $200, a bastardized enclosure made from a grow tent, air filter, and ductwork will add several hundred more to your costs, depending on where and when you buy them. That is before buying resin, mask/filters, gloves, etc.

In contrast: Gloves are not needed for FDM printing, and neither are any of the cleaning supplies. I would still suggest a mask due to the potential for VOC's off-gassing from the heated nozzle during printing. This makes printing large amounts of terrain easy, and mainly an investment of time, both in terms of printing time and support removal.

I don't mean for this article to be completely doom and gloom, however! 3D printing is an excellent way to bring unique miniatures and high-detail models to your armies. It is a great way to create conversion components for traditional plastics. Making, or converting, figures yourself is a rewarding secondary hobby and can be extremely useful. The "I made that" factor is real. My core message here is that some hobbyists seem to see the safety aspect as secondary when it should be primary.

This leads me to my next point, the time investment. After you get your printer set up in its enclosure, your safety equipment and cleaning station ready, and your models STL's set up, you need to support them.

A phenomenon that has taken off in the industry is sculptors and manufacturers providing variants of the STL files that are pre-supported. While this is a useful thing and sounds like an easy way to get printing quickly, the reality is something of a double-edged sword. All printers (even if the same model is used) are different, and pre-supports will not consider your hardware specifically.

As an example, I once had two Mars 2 Pro machines in an enclosure, which had an airflow system pulling air from outside, and cycling it through the enclosure space and then out through a carbon filter back to the outside. Both machines were set up correctly, leveled, and otherwise equivalent. Despite this, one of these printers continually had leveling issues and problems printing on the left-hand side of the LCD screen.

Sometimes the pre-supports just are not good, and you will have fails from too few supports on a foot or an arm. As such, it is a good idea for new printers to familiarize themselves with placing supports themselves, which becomes another time-sink that a hobbyist must consider before starting to print.

Again, to the original article's author: I appreciate your article and perspective on 3D printing. It is indeed a cheaper way to get arguably more unique projects in physical form, and faster. There are simply factors that were missed in the overview that I wanted to clarify.

I love 3D printing, and I think it is a great way to expand our hobby into uncharted territory. It is a wonderful way to make excellent figures, and bring unique armies to life. But I also think prospective hobbyists looking to start 3D printing should be aware of all the factors involved and the requirements thereof. If you are not ready to deal with the safety concerns and trial and error related to printing at home, I suggest you get your 3D-printed miniatures from a printing service. If you do choose to print at home, please take all possible safety measures. Learn about the processes and materials you are working with, and be careful. **WS&S**

SCRATCH BUILDING YOUR OWN WATERMILL IN 28MM

WHERE THERE'S A WHEEL, THERE'S A WAY

A watermill is a very iconic and distinctive building to include on a wargames table. There are a few commercial kits available but if you have the time, a scratch build is a very rewarding project! Do not feel daunted – the addition of a few 3D-printed items can really elevate your scratchbuild.

By Joe Bilton

Ever since I started wargaming (which was only about four years ago), I have wanted to include rivers and streams on my table. It was not until earlier this year however that I tackled the challenge and made a full set of modular epoxy-resin stream sections. When I was making them and brainstorming what I would want to include, I decided I had to have a watermill! As a result, when I made my river sections, I included a piece that was partially open on one side for a watermill.

Initially, I was considering using a 3D-printed watermill I had seen online, but after speaking with Paul Edwards at Sabotag3d, I decided to scratchbuild a watermill, but add certain 3D features. These included the waterwheel, 3D printed for detail and convenience. So, with that in mind, I began researching watermills. I was designing this watermill for my France WWII tables, and found that searching French estate agent websites offered a great selection of inspiring buildings.

After I settled on a particular example, I sent photographs of the windows and waterwheel to Paul. Paul is a very skilled 3D modeller, and he was able to recreate accurately the windows and wheel according to my specifications. He promptly posted the pieces to me, and I put them on the shelf until I was ready.

Unfortunately, between receiving those pieces and starting, I lost the photos I had used for inspiration! That is the downside with using estate agent websites – the mill was sold! I had forgotten to download the pictures, and so I was obliged to recreate the building from memory. This was not too much of a problem, and it allowed me the creative freedom to include features from other mills I had seen, as well as make sure it was a perfect fit for the river section.

I have summarised the construction process in a step-by-step guide, but an important thing to remember is that you will save yourself a lot of headache if the initial construction is done carefully and precisely. This means planning the build first by drawing scale diagrams and then accurately transferring these plans to the construction material (in this case, 3mm Foamex). A good ruler and try-square are really helpful for ensuring perpendicular and parallel cuts.

So, if you need a watermill for your table (perhaps you are planning to recreate The *Eagle Has Landed*?) why not try making one yourself? It is wheely fun! **WS&S**

RESTYLING YOUR WHEEL

When I made the river section for the watermill, I intentionally designed it to be generic and modular. I built a German-style watermill using similar techniques, again with a removable waterwheel. This way I am able to use a theatre-specific watermill on my table without having to remake the river section, too! Maybe I should build a third mill for the Eastern Front…

1

The design was carefully drawn onto a sheet of 3mm Foamex, using a steel ruler and try-square to ensure the pieces would fit together accurately. I glued the sections using hot glue.

2

I had previously asked Paul at Sabotag3d to design and print a set of windows. These were designed to fit from the inside and protrude 1mm from the front surface. These were glued into place using superglue.

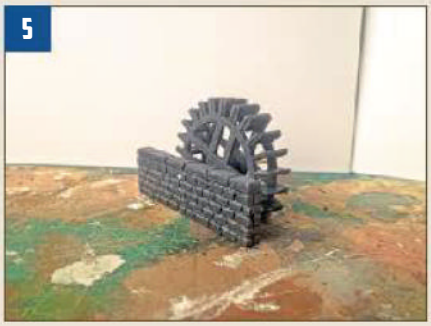
3

I hot glued small pieces of 10mm extruded polystyrene to the inside walls of the building in order to support the floor. I also thickened the gables with this, for both support and visual reasons. All the polystyrene was coated with PVA to protect it from the spray primer I would later use.

4

I first used cardboard from a cereal box to build a prototype of the roof, allowing me to test angles and fit. When I was happy with it, I recreated it using 3mm Foamex. The chimney was constructed from polystyrene and the dormers were 3D prints.

5



The waterwheel was again designed and printed by Paul at Sabotag3d, cut at the waterline. I used a pencil to create the brick pattern in a piece of 10mm extruded polystyrene, and used a bamboo skewer as the axle.

6

I salvaged some cornerstones from a plastic ruined hamlet kit from Warlord Games, trimming them and gluing them into place with superglue. I built the doors using coffee stirrers glued onto a thin piece of card.

7

The roof was tiled using a set of laser-cut roof-tiles from Charlie Foxtrot. These were glued in place using PVA, and the ridge tiles were cut from a plastic straw. I used polyfilla to fill any gaps and hide seams.

8

I applied polyfilla to the building in two stages. First, I applied it in small sections and used a textured roller to apply a stone pattern. When this was dry, I applied polyfilla to the rest of the model, leaving the stonework exposed to represent flaking plaster.

9

After applying a thin slurry of polyfilla to 3D-printed and plastic parts, I used a brown spray primer to undercoat everything. Ensure that any polystyrene has been covered with PVA: otherwise the solvent in the spray will dissolve it.

10

I applied basecolours using a variety of Citadel acrylic paints. The stonework was painted with Karak Stone, the plaster was Morghast Bone, and the roof was Mechanicus Grey.

11

After the basecolours were fully dried, I applied a Flory Clay wash over the entire model. This gives a grimy patina to everything, and when the excess is wiped away leaves a suitable level of weathering. I used green and brown washes to model rising damp and flicked ochre paint onto the roof.

12

I placed the finished building alongside a river section I had previously made and drilled a hole in the building at the correct height for the axle of the waterwheel. I did not glue the waterwheel to the river or building to make it easier to store.

PAINTING PIKE AND SHOTTE IN WARLORD'S EPIC SCALE

TO THE BEAT OF THE DRUM

In this tutorial, I explore how you can get the best results when painting *Epic Pike and Shotte's* infantry from the Warlord Games' range. Contrast paints are an absolute godsend for this type of miniature. These paints will bring out the sculpted detail beautifully with minimal effort.

By Paul MacKay

I have painted the 'normal' infantry as Colonel John Talbot's regiment; There were also several other Royalist and Parliamentarian regiments who wore yellow. The Scots mainly wore grey; I painted all of the infantry wearing grey jackets and trousers for simplicity, although you could mix up the unit's uniformity a bit by using CC Basilicanum Grey. I gave this unit standards carried by Lord Balfour of Burleigh's Regiment. The paints I have used for the Scots will work perfectly for other grey-coated regiments; if thinned, they will also work for units wearing white.

PREPARATION AND UNDERCOATING

The miniatures are mostly very clean. If you want a basic tabletop standard, you could go straight to the undercoat stage. White spray primer was used for the first unit in the guide. Note: if you have not used contrast paints before, they will not work over a black or dark grey undercoat.

COL. JOHN TALBOT'S REGT

Stage one: Basecoat

The coat was painted in CC Iyanden Yellow. For the trousers I used a combination of CC Iyanden Yellow, space Wolves Grey, Leviadon Blue, Gore Grunta Fur, Garaghak's Sewer, Fleshtearers, and Blood Angels Red. For the rest, see the general painting table.

Stage two: Washes and 'blacklining'

I equally mixed SI Yellow and Red and heavily diluted the paint with water and matt medium. I washed this orange onto the coats and applied it so that it pooled specifically in the recesses and not all over the jacket. If you do not have an 'orange' ink, you can achieve a similar result by applying the original contrast paint in a more controlled fashion.

I used CC Basilicanum Grey and painted it only in the deepest areas of the grey cloth. This colour and LI Burnt Umber were also used to separate the boundaries where two areas of colour meet. The flesh was then washed with C Seraphim Sepia Shade mix.

Stage three: Highlights

Anything I had painted CC Gore Grunta Fur was highlighted with C Steel Legion Drab. Areas I had painted Garaghak's sewer — the powder tubes and wood — were highlighted with C Zandri Dust. V Yellow Ochre was used to tidy up the belts and to define them in more detail. V Ivory was used to pick out the cords on the powder tubes and collar lace. CC Wild Rider Red highlighted any red cloth. The final details, like ribbons on the hats and the feathers, were then completed using either CC Blood Angels Red or Space Wolves Grey. The edges of the hats were all highlighted by simply adding some V Ivory into the original basecoat. The flesh was highlighted with a mix of the original base colour and VGC Pale Flesh. The figures were then varnished.

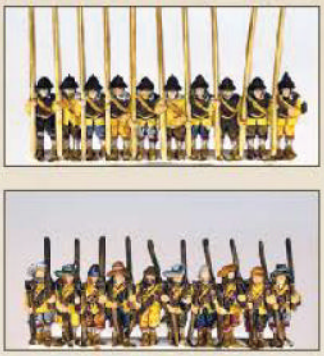
Stage four: Armour and metallics

Paint any metal areas such as buttons and buckles black. The armour, helmets, pike points, sword hilts, metal parts of the musket and rests, and the aforementioned items were then painted with C Leadbelcher. Some of the black was left around all the metal areas, which helps them stand out. The helmets were then either shaded with diluted L Burnt Umber or Carbon Black and then highlighted with the base colour. Extreme highlights were applied sparingly with C Stormhost Silver. This colour

A NOTE ON PAINTS

I have used quite a few different paints and inks for this tutorial; others can be easily substituted. Vallejo and Army Painter produce similar products in their ranges. These come in dropper bottles and are cheaper than the Citadel equivalent. I refer to Citadel as C and Citadel Contrast as CC throughout. If you have never used contrast paints before, the only ones I would deem to be essential for this article are: Garaghak's Sewer for all the brown cloth, wood, and leather; and either Iyanden Yellow or Space Wolves Grey for the two main colours of the uniform coats.

COL. JOHN TALBOT'S REGT


Stage one: adding the basecoat.

Stage two: applying washes.

Stage three: hlights.

Stage four: Armour and metalics.

LORD BALFOUR'S REGT

Stage one: adding the basecoat.

Stage two: applying washes.

Stage three: hlights.

Stage four: Armour and metalics.

was also used on the edges of the pike points. The helmets and armour I had left black were then highlighted with C Administratum Grey.

LORD BALFOUR OF BURLEIGH'S REGT

Stage one: Undercoat

Instead of using white, I sprayed the miniatures with grey primer. I then used a zenithal spray of white followed up with a light dry brush using ivory paint on the miniatures.. This will then do a lot of the heavy lifting for you. I used a heavier overbrush on the pikes with the same paint.

Stage two: Basecoat

The coat, trousers, and stockings: Two slightly thinned coats of CC Space Wolves Grey. The bonnets were CC Leviadon Blue. The rest of the miniatures were painted as indicated in the painting table, although I swapped out certain details, replacing CC Nazdreg Yellow with CC Fleshtearers Red on a few figures' hair, for example.

Stage three: Washes

A controlled wash of CC Basilicanum Grey was then carefully applied. This colour was also used to line areas of detail like the stockings and bandoliers and belts.

Stage four: Highlights and details

All the raised areas on the cloth were then highlighted with C Grey Seer. The bonnets were highlighted with the base colour and V Ivory mix. The cockade on the bonnets was picked out with the same colour, as were the ribbons on the stockings. Tartan was painted using a variety of contrast paints, including the previously mentioned homemade green as a base. Thicker horizontal or vertical lines were then painted in a contrasting colour. I then used much finer lines within these on several of the figures, often using a 'white' or yellow paint.

CONCLUSION

Painting miniatures with this amount of detail is extremely time-consuming, but well worth it for your favourite units. You can, of course, with the addition of the pike points painted in silver, call your miniatures complete after stage one with just the base coats applied. I have deliberately written the article in distinct stages so you can pick and choose the level of detail that you wish to achieve. **WS&S**

SECTION	PAINT COLOUR(S)
Flesh	Any flesh
Armour, helmets, and pike points	Any black
Pikes	Two thick applications of CC Skeleton Horde
Hats	CC Garaghak's Sewer, Leviadon Blue, Space Wolves Grey, Black Templar, and C Grey Seer
Stockings and ribbons on legs	CC Space Wolves Grey and any red respectively
Belts and bandoliers	CC Nazdreg Yellow
Powder tubes, powder flasks, muskets, musket rests, and any areas of solid plastic present on the figure due to moulding linitations	CC Wyldwood
Hair	CC Space Wolves Grey, Black Templar, Gore Grunta Fur, Garaghak's Sewer, and Nazdreg Yellow
Sashes	CC Blood Angels Red
Shoes, bags, and scabbards	CC Snakebite Leather
Blankets	CC Space Wolves Grey, Gore Grunta Fur, Blood Angels Red, and Garaghak's Sewer

THIRTY YEARS WAR

THIRTY YEARS WAR CAVALRY

TYWCAV1 Cavalry command group I
TYWCAV2 Cavalry charging with sword, breastplate and helmet
TYWCAV3 Cavalry charging with sword, breastplate and soft hat
TYWCAV4 Cavalry charging with sword, buff coat and helmet
TYWCAV5 Cavalry charging with sword, buff coat and soft hat
TYWCAV6 Cavalry charging with pistol, breastplate and helmet
TYWCAV7 Cavalry charging with pistol, breastplate and soft hat
TYWCAV8 Cavalry charging with pistol, buff coat and helmet
TYWCAV9 Cavalry charging with pistol, buff coat and soft hat
TYWCAV10 French Cavalry command group ***new!***
TYWCAV11 French Cavalry charging with sword, breastplate and chapeau d'arme ***new!***
TYWCAV12 French Cavalry charging with sword, buff coat and chapeau d'arme ***new!***
TYWCAV13 French Cavalry charging with pistol, breastplate and chapeau d'arme ***new!***
TYWCAV14 French Cavalry charging with pistol, buff coat and chapeau d'arme ***new!***

SPANISH TERCIOS

TE1 Spanish Tercios command group I
TE2 Spanish Tercios command group II
TE3 Armoured pikemen standing
TE4 Armoured pikemen at porte
TE5 Unarmoured pikemen standing
TE6 Unarmoured pikemen at porte
TE7 Musketeer firing and loading I
TE8 Musketeer firing and loading II
TE9 Arquebusier firing and loading I
TE10 Arquebusier firing and loading II
TE11 Dead and wounded
TE12 Scenery pack (drum, helmets, arquebus and dog)
TE13 Armoured pikemen attacking
TE14 Unarmoured pikemen attacking
TE15 Armoured pikemen receiving cavalry
TE16 Spanish Tercios ensigns
TE17 Mounted general and cornet

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LET'S PLAY

CONQUERORS AND KINGS

Alongside miniatures,Peter Pig has also released rules, with many classic sets like *AK47, Square Bashing, Abteilung* and *Pieces of Eight*, under the heading *Rules for the Common Man (RFCM)*. Over time, these rules have evolved and have introduced new mechanisms, such as a square grid system for the tabletop, which have been emulated by other games. Their latest release returns to the Ancient world, and is usable from the earliest ancients to the age of Samurai.

By Guy Bowers and Adam Gilbert

The original *Conquerors and Kings* was published in 1998. The latest iteration takes many of the adaptations of recent *RFCM* rule sets. The original game was played on a 7 x 5 grid, typically with one-foot squares. The new version compresses the play area into a 6 x 5 grid, using rectangles, referred to as 'zones' in the rules. In 15mm these are 10" wide and 6" deep. If you are playing in 25mm, these would be 12" wide and 8" deep. This puts the new version in line with recent *RFCM* games, with a playing area that is more compact and playable on a dining room table or on a traditional 6' x 4' table, but with plenty of space for rulebooks, casualties, drinks, etc.

The use of zones means tape measures are not required. Infantry can move one square, cavalry two. Apart from artillery, shooting is generally restricted to one square. Units can move freely forward or back in open terrain if they wish to flank, but to move sideways, they need to roll. Likewise, you need to roll to exit scenery (woods, steep hills, etc.) – do not get your cavalry caught in the woods! Veteran/elite units find manoeuvres easier, while levy find this harder (as you would expect). There is no diagonal movement nor shooting. Activation always goes from right to left.

The ancient Germans hold the hill, despite the Parthians best efforts to dislodge them from the position.

Close-order units now consist of three bases (typically 30mm squares with 3 or 4 miniatures to a base), rather than the original 4. Casualties are taken off by the half base, so a unit has effectively six 'wounds' or 'hits', although any unit reduced below a single base is destroyed. Skirmishers have 2 bases and use the same attrition system. There is now a limit of three to the number of close order units in any rectangle or 'zone', plus one skirmisher unit, which prevents players 'bunching up' their army unrealistically in a few zones.

SCOPE

Conquerors and Kings covers a broad area of history. The army book, which is downloadable for free (nice move, Mr. Pig!) covers 57 different army lists, from ancient Sumerians to fifteenth-century Swiss and Samurai. The rules deliberately level the playing field slightly for ahistorical match-ups, so

Macedonian hypaspists push forward from the town to clear the nearby hill of barbarian skirmishers.

ADAM'S THOUGHTS

"I can honestly say that I have never played anything like this before, not a large-scale battle on a grid. This was an interesting change of pace. While it does result in nice-looking battle lines, I found movement a little too formulaic.

I did like the random game length mechanic. Although the combat is straightforward, I did find a challenge in some of the limits imposed on bonuses; I felt I should have had a more sizable advantage than I was given for winning. However, I would wager this limit is to stop a steamroller/anvil effect.

Overall, the ruleset is good and clearly well thought out. I am probably not the target audience for this; I prefer a little more fluidity. This game is well suited for playing a relatively straightforward wargame on a dining room sized table."

an average unarmoured spearman from biblical times will be the equivalent of an unarmoured spearman from the early Middle Ages. The game concentrates on the skill of the general to use the components of an army rather than any skill at building army lists. Although each army has its own character, *Conquerors and Kings* has no uber armies. Let's look at some examples:

Parthians have very good armoured cavalry and skirmishing cavalry, but a number of less able footslogging levies, so they will have a powerful punch but be weak in other areas. Macedonians have a good mix of pike, light infantry, and cavalry, but balancing these will require good generalship. As you might imagine, Romans have powerful legions and auxilia, but they will generally be outnumbered by their foes and in danger of being outflanked. The warbands of the Germanic tribes can field large numbers of infantry, which means they can envelop their foes and absorb a lot of punishment, but they lack the armour of better-equipped foes. Each army has its own merits, but the game successfully avoids a 'rock, paper, scissors' effect where army A will always beat army B.

A standard 300-point game will generally involve 150 miniatures a side, so painting and preparing an army for *Conquerors and Kings* is not an insurmountable task given it is aimed at 15mm figures.

PLAYING THE GAME

Most *RFCM* games have a mini game before the actual game starts to determine if one side has any advantages and assign the role of attacker. *Conquerors and Kings* is no exception and uses the 'piggy' chase. The first player to 36 wins and can choose who is the attacker and defender. Armies with more cavalry than their opponents start with a higher score, representing their ability to out-scout their opponents. The loser and defender can also face depletion of army units, or units starting offboard if they are unlucky.

The terrain system is unique. Each player brings three pieces of terrain and a clever randomised movement assigns where the terrain ends up. All terrain

Starting positions for a Macedonian versus ancient German game. Brennus has returned for vengeance!

The Macedonians face a determined assault by the *barbarii*. Miniatures supplied by Martin Goddard of Peter Pig.

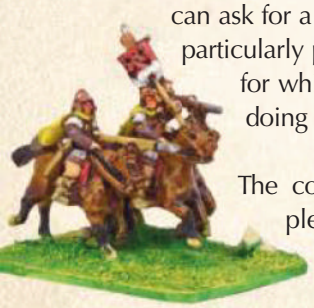
GUY'S THOUGHTS

"I liked the attrition system in the game, most combats will damage the loser's units but not destroy them. The game encourages pauses – do you risk following up the attack or choose to reinforce your own lines while your opponent rolls for the effects of morale effects due to casualties? We played with Parthians, Macedonians and Germanic tribes; each had a unique feel."

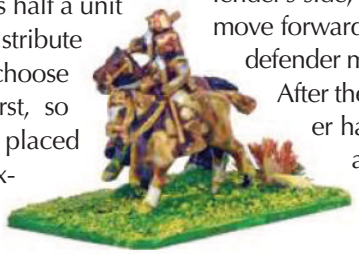
pieces start in the corners or adjacent to existing terrain. Each player can then nominate up to four terrain pieces and attempt to move them. On a 3+, the piece can move a zone, and as long as the player keeps rolling a 3+, the piece can be moved to another zone and then another. There are limitations on the type of terrain that can be put in the centre of the battlefield.

Combat

Shooting follows the same pattern as combat (below), except the opponent can ask for a reroll. Shooting is not particularly powerful, but is useful for whittling units down and doing a bit of harassing fire.



The combat system is simple. Add up any and all bonus factors to a maximum of 6 dice, add three for each full-strength close order unit and 1 for each skirmishing unit (to a maximum of 10 dice). Finally, deduct any negative modifiers. The minimum roll is four dice, and the maximum is 18. A roll of 5+ is needed for a hit with the defender saving. Most units save on a 4+, with bonuses for veteran and/or armoured troops and a deduction for levies. Each fail deducts half a unit – the defender has to distribute hits evenly but can choose which units are hit first, so a single hit could be placed on skirmishers, for example. The fifth successful hit is always placed on a General, if present, who saves on a 2+.



The winner of combat does not suffer adverse morale and gains two 'WIN' markers, representing the units being buoyed up by their success. The loser will suffer additional casualties (caused by pursuit) and if the loser was defending, they will fall back one zone, giving ground to the attacker.

Morale is simple: count up all unsaved hits, apply any positive or negative modifiers, and roll. Failure may result in one unit falling back or the entire force falling back and suffering more casualties, caused as troops desert.

Generals

Each side gets two generals, who will slightly improve the fighting of the units in any zone they are in. Some generals have bonuses that affect morale, fighting and movement – this is diced for before play. While useful, these abilities are not overpowering.

Battle Tactics bonuses

Each army has three Battle Tactic bonuses. Up to five of these can be selected and given to individual units for a single use each. When the bonus is played, it applies to all units in the zone. There are eleven different tactics, and they range from bonuses to movement and shooting to combat results.

Victory

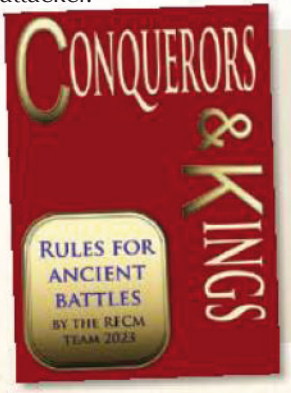
The length of the game is determined by a countdown system, giving a length of approximately ten turns.

Conquerors and Kings has a unique victory system. Players are rewarded for how much of the battlefield they control, with more points on the defender's side, encouraging an attack to move forward. On the other hand, the defender may start on the back foot. After the 'Piggy Race', the attacker has to attack to win. Casualties are also important.

CONCLUSION

Conquerors and Kings is a well-balanced game. Traditional wargamers will 'get it' quicker than new gamers, particularly if they have GW background. Likewise, while the use of a grid system may seem strange to some, it encourages historical formations and lines of support. **WS&S**

WS&S wishes to thank Martin Goddard of Peter Pig for his time.



CONQUERORS AND KINGS

Author: Martin Goddard
Published by: Peter Pig
Format: Colourful 102 page ring bound A4 book plus play sheet
Dice: D6
Activation: Alternate turn
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GAME REVIEWS

New and recent wargaming rulesets, reviewed by the *Wargames, Soldiers & Strategy* team.

Scouts Out Expansion

By Chris Kelley
(Scouts Out/War Department, 2023)
$21 for the PDF

D6, Initiative-based alternate turn

Just like the war that everyone thought would be over by Christmas and went on and intensified, so does this set of skirmish rules. The original had just started gaining a following, and BANG! Chris adds a raft of new additions to expand and enhance them even further.

This expansion is concentrated on trench raids and reconnaissance gathering raids in the First World War. This includes how to build your raiding party and new rules for various weapons and add-ons. The standard game is played on a 3-foot square table and has 250 points per side. The choice of raiders is up to you, but keep in mind the enemy selects their forces too! You don't want to face massed heavy weapons with clubs and shovels. There are of course limits to prevent 'cheese'.

There is a section on the American Expeditionary Force, with special divisional rules to vary your forces from the usual "one-size-fits-all" style of skirmish rules. It is actually a tough choice to choose your division, as the special rules each have their uses and benefits. Following this, there is the list of troop choices for the force, along with more special rules for the choices taken.

The British Royal Army (*'Royal' army? Not since the Civil War! Ed*) follows with their special rules, and then the rules for all other options, just like in the American section. There are even rules for 'pals' battalions within the rules, and Winston Churchill's Naval Infantry for any pedants out there.

Next come similar sections on the German Army with special rules and troop types. The French army comes next; they have a special rule if you field them in their patriotic uniforms of bright red and blue! The French also have lots of potential for healing in their raiding parties.

Austro-Hungarians follow; note that their troops can be taken as allies in a German raiding party in order to be extra sneaky. Italians come next, and also have mountain troops and a special rule "Companie of Death", which is an interesting troop choice.

The Russians are the last force. They have an interesting special rule that causes some troop types to be based in pairs with the figures having 1 rifle between them, so if one figure dies, the remaining one picks up the rifle and fights on.

Trench Offensive: Two Player Starter Set

By Paul Howells
(Pandyman Games, 2023)
£50.00 (Starter set) or £5.00 (PDF)

D6, Randomised initiative

I first encountered *Trench Offensive* as a demo game at Partizan back in 2023. At the time, I was really impressed: the Pandyman demonstration set-up was an absolutely beautiful 3D section of World War One trenches, measuring (I believe) roughly 33x13" and about 4" deep. It was decorated with debris, puddles, craters, trench rats, the front corner of a wrecked tank, and the footprint of long-since-destroyed brick walls. The 3D-printed Great War soldiers being moved about within it were really decent sculpts: clean, crisp, well posed, characterful, and well detailed. It was, in short, impressive.

In good news, the starter set comes with not only six of these figures (three German, three British; all with alternative head options but weirdly not a single bayonet between them) and dice; it also includes a high-quality reinforced heavyweight paper battle mat with an overhead photograph of the aforementioned demo table printed directly onto it.
In less good news, the game itself is rather frustrating to play. The main problem is with the rulebook. I say 'rulebook' rather than 'the rules' because I suspect that there is a good game to be found here…it just has not been found yet. The contents page attempts to codify the ideas into some order, but immediately thereafter the attempt starts to falter, as a combination of both graphic and organisational irregularities render it pretty hard to navigate. Different sections are inconsistently demarcated and the actually useful keyword glossary toward the end does not even make it into the contents!

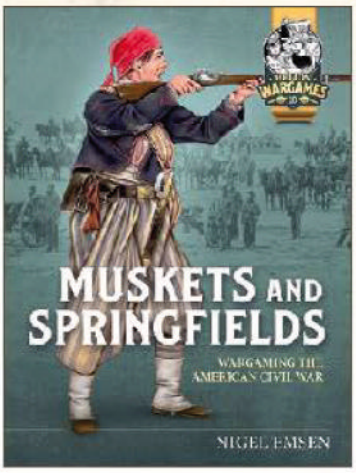
There are some really encouraging features, however:the randomised 'Events' phase is potentially a little too powerful, but it is fun; it is great that veterans and NCOs are tougher

Rules for gas and night fighting finish off the rules section of the expansion.

The book concludes with an excellent painting guide for the armies covered, with the Vallejo (other paints are available) numbers for the colours. Finally, a frequently asked questions section closes the book. There is a page of tokens and blast markers to copy and cut out as well.

In conclusion, this is an excellent addition to an already superb set of rules for World War One skirmishing. The addition of painting guides is inspired. The special rules demonstrate the level of detail that has been researched and incorporated to give each nation a unique feel for its strengths and weaknesses. I can only wait with bated breath for the Turks and Australians to be added so we can recreate the climb from the beaches to the hillsides through the rocks and gullies in Gallipoli. An excellent expansion to an already excellent set of skirmish rules.

– Ian Beal



Muskets & Springfields:
Wargaming the American Civil War 1861-1865

By Nigel Emsen
(Helion and Company, 2023)
£25.00

D6, Card-driven initiative

The gaming world is filled with both beautifully painted troops for the American Civil War (ACW) and many piles of underpainted figures. To sit alongside these miniatures are dozens, if not hundreds, of rule systems to allow a player to command a brigade, a division, or even a corps. Often the rules are figure agnostic, allowing a gamer the ability to re-use their collection across multiple systems. *Muskets and Springfields* allows a player to do this while in command of a corps or army.

The rules use a card-driven activation system. Based on the card pulled from a standard deck, the player has the ability to move several brigades depending on the card. Confederates activate on a red card and Union on a black card. All of the standard parts of a Civil War battle are here, including army and corps commander stands, skirmishers, horse units, and artillery. However, the base element is the infantry brigades that make up the corps.

The system contains two unique features. One is the flexibility of the miniatures' scale, since the unit's frontage is based on the miniatures. The frontage of the infantry brigade is then an aspect of the size of the grid placed on the tabletop. This

than their greener comrades; and the Initiative system seems to work. I quite like the idea of a 'complacency check', and the line-of-sight rules are intended to be straightforward and logical. The 2d6 rolls (with advantage or disadvantage) work well too. That said, the 'Raids' (the eight scenarios included) seem rather cut-and-paste-y, and whilst the gaming mat looks pretty at a glance, the image seems to have been enlarged a little beyond the limits of its definition…possibly to accommodate the oddly-large 32mm bases that are included.

What we really, genuinely struggled with, however, was the actual writing of the rules. Graphic design and layout glitches can be overlooked and ignored, but the wording of the prose is so unclear, contradictory, and frequently ungrammatical that the intended meanings behind significant sections are often simply impossible to work out: the phrasing is ambiguous, repetitive, and veers suddenly into bursts of jarring slang or informality. The jocular phrase, "the twenty-minuters" is used at one point, and my poor opponent had no idea that this referred to pilots… any more than he understood that the phrase "the target has become a landowner" meant that a model had been killed. Luckily, he was used to playing *Warhammer 40K*, so similarly unexplained terms such as 'flamer', 'scatter dice', and 'conga-line' were at least familiar to him.

And that is the real thing. I honestly believe there is the kernel of a promising game here - fast-paced and brutal, like the excellent *1-48 Tactics* - but it feels rushed, incomplete, and disappointingly amateurish. The lack of written clarity and thorough proofing actively obscures understanding of the rules. It has the feeling of a game that is fine if you already know the rules, but because those developing it do already know the rules, the prose actually committed to print have simply not been properly scrutinized or sufficiently play-tested.

I really wanted to like *Trench Offensive* - I love its potential - but at the end of the games we tried, my overwhelming experience was a frustrated numbness. The minis are quite pretty, and the two-player starter set looks good - it is just really not there yet. It is not nearly tight enough, nor clear enough, nor restrained enough. Yet. But I believe it is utterly fixable and well worth fixing, too… and I shall watch with interest.

– Chris King

grid regulates movement and facing. A gamer can use their existing collections of figures from 2mm to 40mm+ scales. When using 15mm figures the grid is six inches square, allowing for a ground scale on a six by four-foot table of 3,600 yards by 2,400 yards.

The other feature of these rules is the morale system. Most systems have three morale types showing a unit that is in different stages of demoralization. *Muskets and Springfields'* units have an initial state that is unknown. Once in combat, the unit's moral will be revealed based on a die roll and the year of the scenario, with the unit being either nervous or steady. This approach can be scenario-specific, allowing thedesigner to aim for more historical levels for the brigades. I am certain no Union commander wants the Iron Brigade to be nervous, or for the Confederate side to have a nervous Hood's Texas Brigade. The book is rounded out with a list of scenarios; Manassas, Shiloh, Cedar Mountain, Gettysburg, and a set of Quick Reference Sheets.

I find many of the concepts found in these rules to be of interest, especially the moral rules. I would say that as a system, *Muskets and Springfields* could use an improved layout, as I find the rules do not flow naturally. Still, gamers can find a great deal of enjoyment in these rules, as they tackle corps- and army-level battles effectively and in an interesting manner.

– Jon Yuengling

MARS CODE AURORA

By Hugo Nivesse and Samy Maronnier (Studio 6201 and Studio Tomahawk, 2023)
£20.00

Any even-sided dice, Card activation

Mars Code Aurora by Studio 6201 is yet another miniature-agnostic sci-fi skirmish game. This seems to be quite commonplace in our hobby these days. The book is a good-looking publication and the background story, although not too deep, has enough to 'set the scene'. It also differs greatly from the likes of *Xeno Rampant* and *Stargrave*. First, this is not a new system. It was originally published in 2020 in French, and now has only recently been translated into English and published by the well-known Studio Tomahawk (*SAGA*, *Muskets & Tomahawks*).

This is also a system that encourages you to be very narrative. From the forces you choose, and the layout of the board, to thetactical objectives and random events. There are also secret missions that can be added for another level of tactics. There are eight factions to choose from - whoever fits the role in most cases.

The system mechanics are unique in the fact that you choose which type of dice to use. The 'hit or miss' rolls are worked out on a 50/50 idea of chance, adding in or subtracting modifiers for situations or abilities. The game is set up on a 90cm x 90cm (3'x3') board; metric measurements are used. It does not take long before your forces clash or shout "contact!". You are strongly encouraged to use lots of terrain, with plenty of multi-levelled obstacles. It makes a huge difference.

Two other game mechanics stand out. One is the addition of surveillance drones. These hinder combat or shooting if they are close to your troops. The second is the use of playing cards for the activation of troops. There is one card for each miniature and three cards for the drones, with only one drone per player. Shuffle these and draw one at a time to nominate which side gets to activate a single model. If you draw a drone card, the drone moves toward the most recent sign of trouble. If you draw all three drone cards, the turn ends abruptly, making the individual activation process very tactical.

I have played four games of *MCA* now and I am lucky to have a regular gaming buddy to test this system with. In our games, we have tried different factions and scenarios. Most recently, we fought on a frozen space port littered with cargo containers, crates, vehicles, and a landing pad. My friend took some *Konflict'47* Soviets using the 'Equality' faction and I used Xenomorph creatures by Gale Force Nine with the 'Hunger' faction. We had four objectives to try and capture, and both of us had secret missions to complete. One random event that occurred in turn 3 was 'Sandstorm'; given the frosty terrain we were using, we decided it would be instead a 'Snowstorm', reducing the line of sight to 30cm. It was a savage game of melee versus pure fire power, very thematic.

In conclusion, *MCA* is a great game if you want to dust off some of your sci-fi collection and play some 'what-if' scenarios. It is a wargamers treat to have franchises from different universes clashing in action-packed movie themed battles. The only downside I found was some of the rules are scattered throughout the rule book. Why aren't the points cost for troops next to the tables for troop types? Still, recruiting a team is simple, once you know how to do it. For our first few games though, we needed two pairs of eyes and a fair amount of page flicking.

Mars Code Aurora has a good following online and its own Facebook page with plenty of support from fans.

– Alex Mahon

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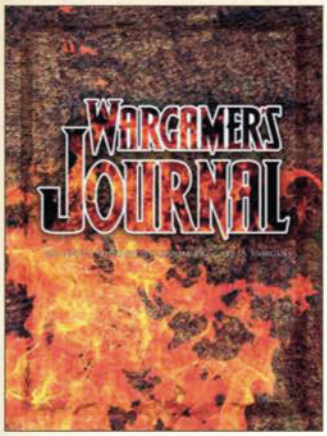
BOOK REVIEWS

A roundup of recent books on wargaming, or of special interest to the wargamer.



'Wargamer's Journal: The Perfect Notebook for Wargaming'

By J.S. Morgan
ISBN: N/A
(Bare Beast Books, 2023) - £11.99

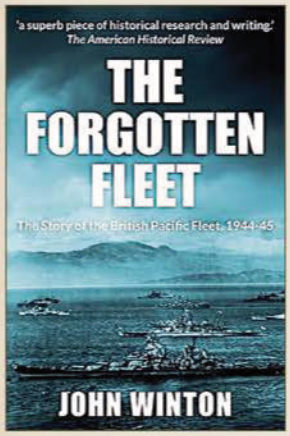
For me, one of the most diverting aspects of this hobby of ours lies in the record-keeping. This may not seem particularly exciting to many hobbyists, but it can make a real difference to the long-term experience. As a determinedly fastidious note-taker, I love recording the trials and tribulations of my forces in each engagement, sketching out new ideas or lists, and being able to refer to previous meetings with a forthcoming opponent. I also make notes on scenarios where I want to try and record the progress of my modelling and painting.

…All of which leads neatly to this new product from J.S. Morgan and Bare Beast: *The Wargamer's Journal* is published specifically for note-making in the hobby and is an enjoyably bespoke bit of tailoring. A4-softback in format, with 86 pages, it is absolutely perfect for slipping in seamlessly amongst a pile of rule-books, and each double page view comprises various lined sections, ten columns for stats or tallies, and – brilliantly – a section clearly arranged to represent a 6'x4' table, subdivided usefully for both feet and inches. Want to record exactly where everything was at the end of turn three when your foe suddenly had to leave? – here is the perfect place to do so.

Two other features are of interest: on the last page, there is a reference section, comprising 'common base sizes' (squared and circular) as well as a measurement reference. In an inspired move, each left-hand page has a pithy quote at its foot: some are 'motivational'; some are wry; some might benefit from a little proofing; all of them raise a smile.

It might have been better if the publisher had chosen a format that allowed the book's pages to be laid flat without the spine being compromised, but honestly, this is one of the best products I have ever come across to fill a very specific niche. It is the perfect gift for any non-gamer to buy the significant gamer in their life. The only stumbling block might be how we go about dropping the right hint to our partners: might I suggest casually leaving this page of *WS&S* open in an obvious place with the previous sentence not-so-subtly underlined?

– Chris King



The Forgotten Fleet – The Story of the British Pacific Fleet, 1944-45

By John Winton
ISBN: 978-1800555099
(Sapere Books, 2022) - £18.99

When one thinks of World War II in the Pacific, they think of carriers - the *Enterprise* or the *Essex*. There are the battles between warships north of Guadalcanal: Japanese and American vessels duking it out in nightly battles. There are US Navy submarines and US Army Air Corps B-29s strangling the logistics of the Japanese islands. But where is the Royal Navy in this history? For most armchair historians, if you think of the Royal Navy in the Pacific, your thoughts go to the battleship *Prince of Wales* and the battlecruiser *Repulse* that were lost in 1941. For most, the war in the Pacific is an American War.

This book, *The Forgotten Fleet – The Story of the British Pacific Fleet, 1944-45*, covers one of the two main periods when the Royal Navy played a key role in the naval war in Asia and the Pacific. The Royal Navy took on the role of a junior partner in the late Pacific Campaign, often with little support from either the US or UK governments. This is a story where logistics, often coming officially through Australia via the UK, were more of a worry than battle itself. It was only due to the efforts of officers on the spot - Admiral Sir Fraser, Vice Admirals Rawlings and Vian, and their American counterparts - that the over-stretched fleet train was able to support the British carrier operations.

When the British Pacific fleet ended the war, it had become a fleet honed by four previous years of operations in the Atlantic and Mediterranean, as well as centuries of tradition. We read here of four of the newest battleships including the flagship *Duke of York*, five fleet carriers, and an additional twelve light and escort carriers. This powerful force had the additional sting of its air complement. In the summer of 1945, this was made up of 255 aircraft across the four fleet carriers. While a smaller air group than found on the US Navy fleet carriers, their armoured decks gave a level of protection over the American-designed carriers. The fleet train that supported the BPF included oilers, floating docks, water-distilling ships, and - for the specialized naval wargamer - a floating brewery.

The German Peasants' War 1524-26

By Douglas Miller
ISBN: 978-1804512029
(Helion and Company, 2023) - £29.95

I was going to start this review with an overused 'The peasants are revolting' joke but thought better of it. This is a period I know next to nothing about, but that has now changed.

The German Peasants' revolt is considered the most important popular uprising in Europe of its era. It took place during the Reformation and the technological, economic, and political upheaval of the sixteenth century.

The author describes the situation and changes, with the peasantry at the time having to bear more than their share of the burden. That a rebellion happened is no surprise given the circumstances.

Warfare at the time was evolving. The prime days of the armour-clad knight were coming to an end. I am reminded of the Pavia diorama, a battle in which the cream of armoured nobility was laid low by effectively trained peasants with pike. Over two chapters, this book then takes us through the events of the war as it raged.

There are some wonderful colour illustrations in the book, showing how the troops and banners would have looked. An army of the period would look smashing the tabletop, and this volume should inspire new projects. A wealth of maps supplement the sections on battles and sieges.

The chapters are set out to make the volume easy to read and quite light. I felt I was learning as I read, and got engrossed in the content. The army organisations and banner sections had me almost ready to start a new army, thinking of the excellent *landsknecht* figures available, but the wife would kill me, so maybe not in the next couple of years.

In conclusion, this book is an excellent introduction. More than that, it is a sourcebook for the Peasants' War, describing the situation, causes, changes, and general environment in which the war took place. The book offers good insight into the *landsknecht* mercenary companies, too, so it is useful for anyone wanting to field any of those troops in an army. I can recommend this book to anyone interested in German history, warfare of the period, or anyone with a passing interest in the sixteenth century. It is a well-written, well-produced, and excellent volume.

– Ian Beal

The submarines of the 8th Flotilla conducted operations using both traditional submarines and "submersible canoes". The submarines operated against both Japanese merchant traffic and warships, with the *DS Zwaardfisch* sinking U-168. Most of the traffic was smaller coasters, junks, and small tankers (often with escorts and air cover). The "submersible canoes" or chariots were successful in sinking two recovered Italian ships in the harbour at Phuket Island. This would make for a perfect covert operations wargame.

One operation of note involved the *HMS Shakespeare*, which attacked a merchant vessel but ended up in a gun battle between the merchant's 12 pounder and her own 3" gun. After receiving several hits, including a breach on her pressure hull, the captain, Lt D. Swanston, saw an approaching sub chaser. Luckily, the ship was only there to shepherd the damaged merchant into port. Swanston, moving out of the area, still had a jammed Oerlikon, his radio was out, and a hole in the pleasure hull prevented the sub from diving. After experiencing twenty-five air attacks, and being the target of fifty bombs throughout the rest of the day, the *HMS Shakespeare* contacted a boat coming into the area. She was eventually escorted out of the area, but the details of this story are epic.

The British Pacific fleet contributed to operations off the Philippines, Formosa, and Japan. It dealt with airstrikes on Japanese targets, combat air patrols over the task forces, and planned naval bombardments. Its record of contributions was limited compared to their senior partner (the US), but they were successful in fighting the Japanese flack, long logistic tails, and politicians back home in both Washington and London. Their greatest success was not on the battlefield but in the immediate post-war period, as they helped deliver humanitarian aid, assisted with repatriation of troops and prisoners of war, and returned the flag to their previous colonies.

For the wargamer, the book is divided into chapters based on the ships and aircraft, operations, the fleet train, and the end of the war. In-chapter references to ships and squadrons used in operations allow for easy scenario design. Five appendixes and an in-depth bibliography will also support your games. For the wargamer interested in both naval combat or new and interesting scenarios for your favourite air combat rules, this book will not disappoint. This period has Hellcats F6F, Fairy Fireflies, and Corsairs F4U taking part in suppression operations, while Hellcats F6F and Supermarine Seafires defend the fleet. This is a must for those interested in naval drama in general and the Pacific War in particular.

– Jonathan Yuengling

PARTING SHOTS

The last hurrah – with tips, tricks and laughs for every wargamer

A REPLY TO PRIESTLEY AND ST PAUL

I enjoyed Rick Priestley's article on "Where have the Toy Soldiers Gone?" Being of likely the newest wargame generation, I thought I would share with you how I came to the hobby.

After watching a rerun of the Young Indiana Jones Chronicles on History Channel (it came out in the early '90s before I was born) I became obsessed with World War I. I had never heard of Wargaming, only model making, but I wanted something more interactive.

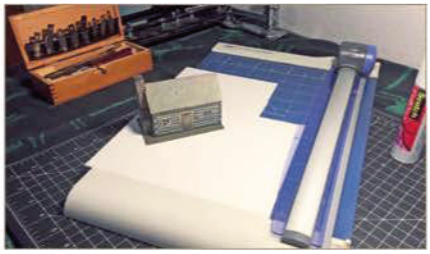
It being the recession of '08, we did not have much money for models, so I built ships out of Legos using Osprey books from the bookstore as guides. I had quite a surplus of Lego figures hanging around, so I began to use them in the yard to repeat the Battles of Salaita Hill, the Izonzo, and (with the mud of a corner of my parents' garden) of Ypres.

When I became a man, I put away childish things, but in my heart I wanted to take them right out again! It was only in college that I happened upon Warlord Games and discovered that wargames were an actual hobby, and not just collecting toy soldiers and making dioramas! Since then, the hole in my heart has been filled, and continues to be filled by more and more plastic! I am lucky to have a supportive wife who does not say no to more purchases as well, hahah!

– Anthony Blasi

GETTING IT STRAIGHT

I have been busy basing 25mm figures and constructing buildings for a 1885 Riel Rebellion game. I find that styrene sheets a good material for bases, especially helpful in trying to achieve the "old school" look (smooth surface, sans flocking). It is easy to cut and has a clean finish. However, I sometimes find it hard to draw a straight line, let alone cut one with a knife. The solution was found six feet away from my hobby bench: a rotary paper cutter. The cutter makes it easier to measure and "square" bases. Now my bases look as good as "store bought".

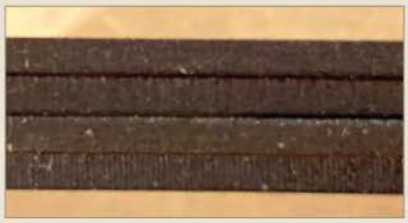


– Dave Smith

Do you have modeling tips or wargaming ideas you'd like to see featured in Parting Shots? Send them to: editor@wssmagazine.com

THE MDF DOCTOR

Some untreated MDF showing 'bloom'.



The same MDF, but treated and sealed.

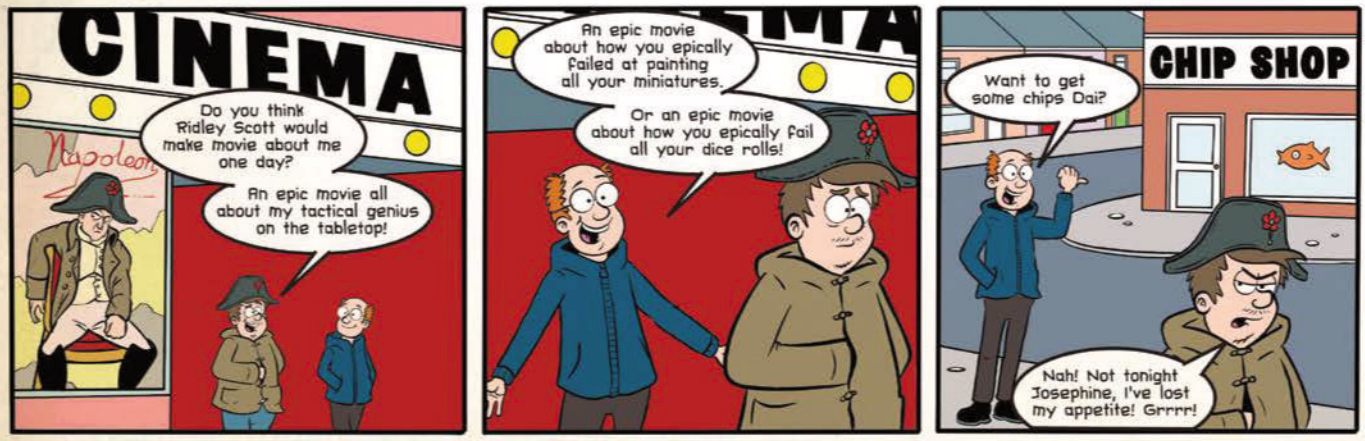
With all this wet weather, I have had a few people contact me about white mould growing on their MDF kits and bases. MDF, like paper and cardboard, is hygroscopic; it absorbs moisture from the atmosphere. Prevention is always easier than cure, so it is best to seal any MDF all over. Paint inside, underneath, and the edges to fully seal the wood. This seal can be a spray primer, household emulsion paint, or even a coat of PVA.

If you had not sealed fully and damp has developed into a white bloom mould, wipe clean with an anti-bac cloth. It does seem odd adding yet more moisture to a damp model, but cleaning and killing off any spores is the objective. Put the model in a warm place or use a hairdryer, and when thoroughly dry, fully coat every surface and the mould will not reappear.

– Colin Farrant

Dicing With Dai

by Steve Beckett



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NEW RELEASES

280124 M151A1 ¼-Ton 4×4 Truck

M151A1 was the successor to the Korean War M38 and M38A1 Light Utility Vehicles. The M151 had an integrated body design and featured all-around independent suspension with coil springs. The kit comes with **Fast Attack Vehicle** (FAV) and **Deep Water Fording** (DV/F) options, plus radio, tarpaulin top, driver, passenger and gunner.

280125 M151A1C ¼-Ton 4×4 Truck

M151A1 was the successor to the Korean War M38 and M38A1 Light Utility Vehicles. The M151 had an integrated body design and featured all-around independent suspension with coil springs. The kit comes with an **M40 106mm Recoilless Rifle** which can be mounted or dismounted. Also comes with radio, driver, loader, gunner and officer.

280126 Raupenschlepper Ost

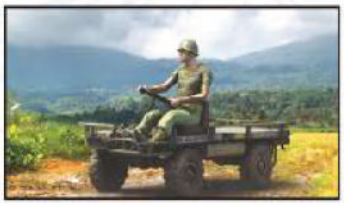
On the Eastern Front, the roadways were extremely primitive and with seasonal mud, the Germans required a fully tracked supply vehicle to maintain mobility, hence the introduction of the **Raupenschlepper Ost** (RSO) – a fully tracked, lightweight vehicle by Steyr. The kit offers the **RSO/01** or **RSO/03** build choice, and comes with an optional canvas rack, tarpaulin top, snowplog track extension part, and driver.

280129 Soviet PT-76 / PT-76B

The **PT-76** is a Soviet amphibious light tank that was introduced in the early 1950s and soon became the standard reconnaissance tank of the **Soviet Army** and the other **Warsaw Pact** armed forces. It was used in the reconnaissance and fire-support roles, and was widely exported. With this kit you can build either the **PT-76** or **PT-76B**, and comes with muzzle brake & trim board choices and optional DShK 1938 HMG and crew.

280130 M40 105mm Recoilless Rifle with Weapon Crew

The **M40 Recoilless Rifle** is a portable, crew-served 105mm recoilless rifle made in the US. Intended primarily as an anti-tank weapon, it could also be employed in an antipersonnel role with the use of an antipersonnel-tracer flechette round. The kit can be assembled in firing or loading mode, with spare ammo and 4 weapon crew.



280131 M274 "Mule" ½-Ton 4×4 Utility Platform Truck

The **M274 Mule** is a **Utility Platform Truck** often outfitted with a wide array of weaponry, especially in the **Vietnam War**. Most commonly, the M274 was outfitted with **M60** 7.62mm NATO light machine guns, **M2HB** .50 Caliber machine guns, and **M40** 106mm recoilless rifles. The kit comes with crates, ammo can & tubes, ration container, M60, M2HB, and driver.

280132 Soviet ZIS-150 / ZIL-164 Truck

The **ZIS-150** was a Soviet truck replacing the **ZIS-5** truck, it was the main Soviet truck during the 1950s. In 1957, the ZIS-150 was replaced by the **ZIL-164**, which differed outwardly only by vertical grille bars and bumper. The kit can be built into a **ZIS-150** or a **ZIL-164** truck with optional rear trunk tarpaulin top, open or closed side panels & tailgate, and a driver.

280133 M54A2 5-Ton 6x6 Truck

The **M39** series was the primary heavy truck of the US Army and USMC forces during the **Vietnam War**, and was also used by the US Navy, US Air Force, and ARVN forces. The **M54** was the standard cargo version of the series. This kit comes with optional driver cabin canvas or hard top, M2HB HMG with ring mount, seat bench, and rear trunk tarpaulin top; also with open or closed tailgate.

280134 M113A1 APC with ACAV and Australian variants

The **M113 Armoured Personnel Carrier** (APC) was first used in combat in April 1962 after the United States provided the South Vietnamese Army (ARVN). The M113 was the most widely used armoured vehicle of the US Army in the **Vietnam War** and was used to break through heavy thickets in the midst of the jungle to attack and overrun enemy positions. It was largely known as an "**APC**" and "**ACAV**" (Armoured Cavalry Assault Vehicle) by the allied forces. The kit can be built as a standard APC with an ACAV upgrade, or with Australian modifications. It also comes with driver, commander, gunner, plus engine and rear troop compartment details.

280135 M106A1 Mortar Carrier

The **M106A1** is a **Mortar Carrier** armed with an **M30 Mortar** 106.7mm (4.2-inch, or "Four-deuce") mounted on a turntable in the rear troop compartment, the single hatch over the rear troop compartment was exchanged for a three-part circular hatch. The mortar could be fired from the vehicle, but could also be fired dismounted. The kit comes with driver and fire support crew plus engine and rear troop compartment details. A standalone dismounted M30 Mortar with crew is also included.

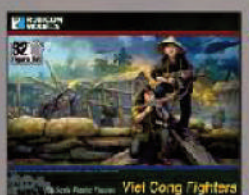
280136 M577A1 Command Post Vehicle

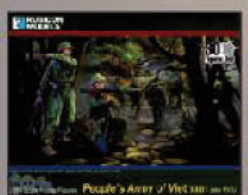
The **M577A1 Command Post Vehicle**, also known as the **M577 Command Post Carrier**, is a variant of the M113 to function on the battlefield as a mobile command post, that is, a tactical operations centre, usually at the battalion level. The M577 saw operational service in the **Vietnam War** and more recently in the 2003 invasion of Iraq. It is also used as an armoured ambulance, emergency medical treatment vehicle and fire control vehicle. It is also used by various police forces and law enforcement agencies as a tactical response vehicle. The M577 is easily distinguished from the M113 upon which it is based by its raised upper hull and roof-mounted auxiliary power unit (APU). The kit comes with a driver, engine and rear compartment details.

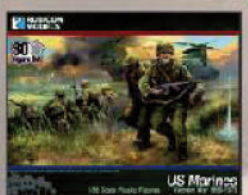
280138 Sonderkraftfahrzeug 234 & Variants

The **SdKfz 234** (Sonderkraftfahrzeug 234, Special Purpose Vehicle 234), was a family of armoured cars designed and built in Germany during World War II. The vehicles were lightly armoured, armed with a 20, 50 or 75 mm main gun, and powered by a Tatra V12 diesel engine. The kit can be built as a **SdKfz 234/2** with a 5cm KwK 39 L/60 gun, a **SdKfz 234/3** with a 7.5cm KS L/24 gun, or a **SdKfz 234/4** with a 7.5cm PaK 40 L/46 gun. It also comes with a simplified chassis interior.

To build an **SdKfz 234/1** with a 2cm KwK 38 L/55 autocannon will require the 28004E expansion kit, sold separately.







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